d20 system

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MARCH 2002

Polyhedron

DEFINITIVE d20

Shadow Chasers

Modern Horror Mini-Game

Monsters of Legend haunt the modern world.

You kill them.

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RPGA

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d20 system

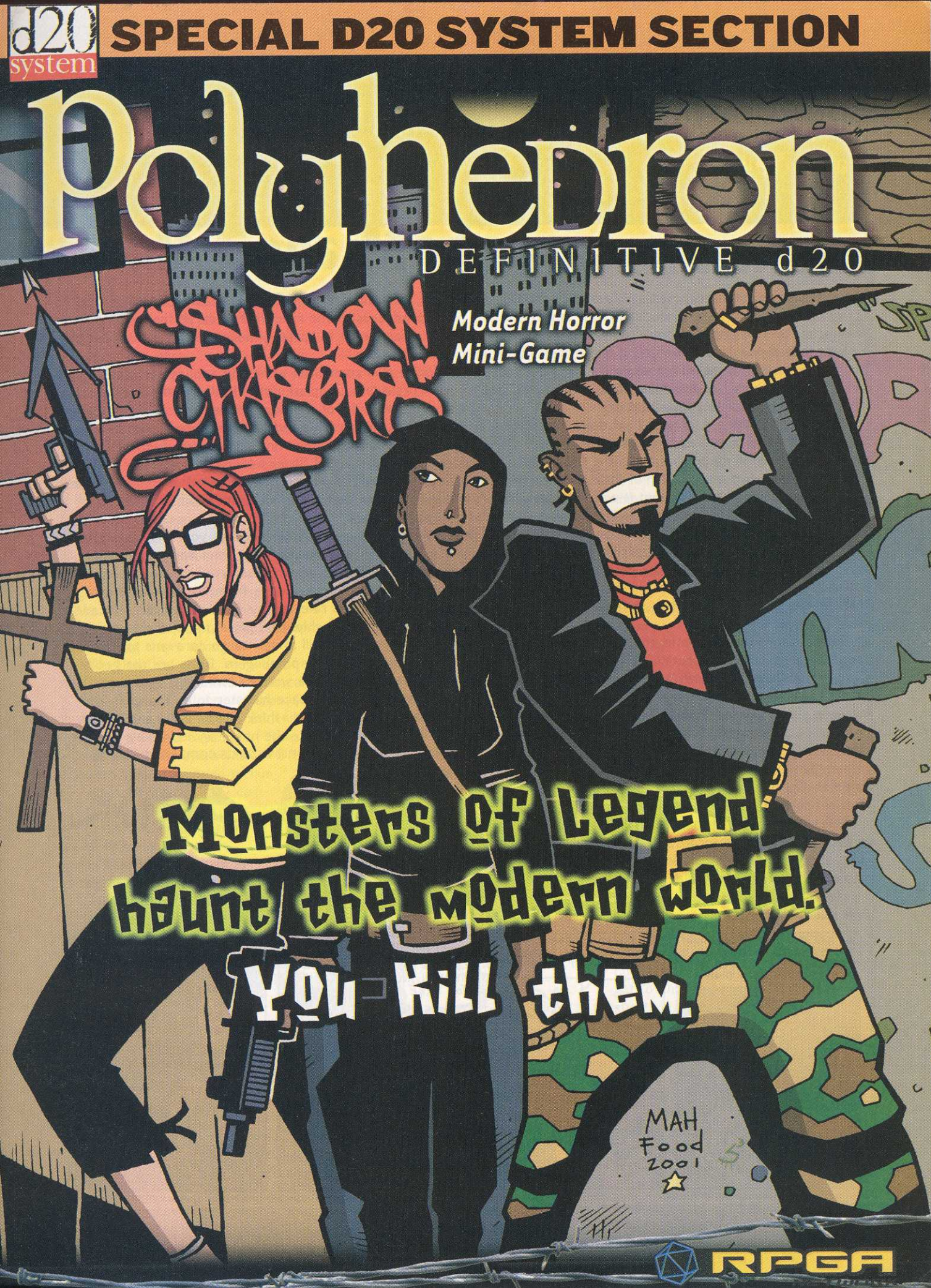
SPECIAL D20 SYSTEM SECTION

Polyhedron

DEFINITIVE d20

Shadow Cabal

Modern Horror Mini-Game



RPGA

The New Polyhedron

In the three years I've worked at Wizards of the Coast, I've been involved in no fewer than four magazine launches or re-launches. Each creation of a new magazine or radical change to an existing one brings with it an enormous amount of mixed emotions—sadness at seeing old regular features bite the dust. Excitement about the offerings of a completely new package.

A little more than a year ago, I sat down to create a "new" *Polyhedron* that would mix the best of both the US and UK versions of the magazine. At the time, the US *Poly* was a thin, two-color affair of little ambition. It was fine, as far as newsletters go, but it wasn't blowing the socks off of anyone. In contrast, the UK version was mostly black and white with a few color pages, shiny as hell, and much beloved by its subscribers. Then, the task was to meld two magazines into a new whole. Based on subscriptions and friendly letters, I think it's fair to say that the merged *Polyhedron* (which began way back in issue 144) was a success.

By the same measurements, this latest "morph" has topped even our best expectations. Now merged with *Dungeon*, the new *Polyhedron* has expanded its coverage of the d20 industry. At first we considered calling it Wizards of the Coast's "official" d20 magazine, but the concept of claiming officiality in an open gaming atmosphere that seems more than ever to be about inclusion rather than exclusion seemed more and more ridiculous as time went by. Eventually, we settled on the tag "Definitive d20."

Definitive d20. What that means is that you can come to each issue of *Polyhedron* with an expectation that the rules and game tweaks you find here have been examined under the same editorial microscope you've come to trust from all of Wizards of the Coast's periodicals. As the producers of the rules that underlie the system, we're committed to keeping those rules as consistent and useful as possible.

We're also committed to having a lot of fun. Each issue, we'll provide a complete d20 Mini-Game that explores new applications of the **d20 System**. Last issue, designer Dave Noonan gave us *Pulp Heroes*, a fun romp into the world of Indiana Jones, the Shadow, and Tarzan of the Apes. This issue, Bill Slavicsek gives us *Shadow Chasers*, your first look at a huge project called D20 MODERN (see opposite page). What's in store for next issue?

Spelljammer.

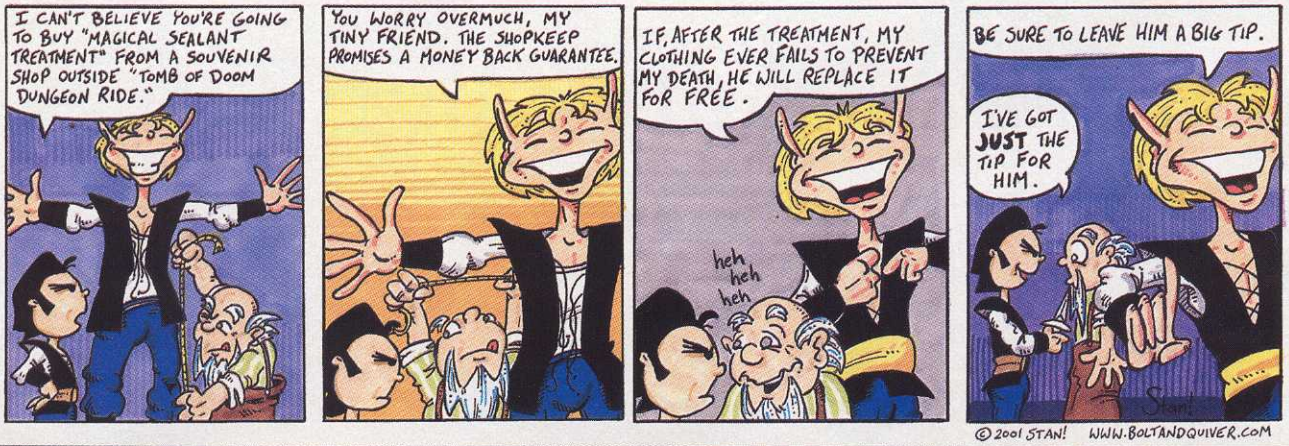
Yep, *Spelljammer*. Strip away all your preconceptions of what that word means. They don't apply, anymore. Next issue's *Spelljammer*: *Shadow of the Spider Moon* diverges in many, many ways from the campaign setting of the same name released by TSR more than a decade ago. Strange, alien ships still prowl the spacelanes. Mindflayer pirates still attack cargo caravans to harvest the brainstuff of their passengers. Gone are the goofy hippo men. Gone is the wonky cosmology. And best of all, there's nary a giant space hamster to be found.

Let us know what you think of this issue and where you'd like to see us take the new *Polyhedron* by sending us a note at polyhedron@wizards.com. We'd love to hear from you.

ERIK

Erik Mona
Two-Fisted Editor
Polyhedron Magazine

Bolt and Quiver by Stan!


I CAN'T BELIEVE YOU'RE GOING TO BUY "MAGICAL SEALANT TREATMENT" FROM A SOUVENIR SHOP OUTSIDE "TOMB OF DOOM DUNGEON RIDE."
YOU WORRY OVERMUCH, MY TINY FRIEND. THE SHOPKEEP PROMISES A MONEY BACK GUARANTEE.
IF, AFTER THE TREATMENT, MY CLOTHING EVER FAILS TO PREVENT MY DEATH, HE WILL REPLACE IT FOR FREE.
heh heh heh
BE SURE TO LEAVE HIM A BIG TIP.
I'VE GOT JUST THE TIP FOR HIM.
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First Watch

Previews, notes & news on the world of d20 gaming

D&D Goes Modern

Mist clings to the darkness of a city alleyway. The crumbling walls of derelict tenements cast unsettling shadows on the cracked pavement beneath your feet. Somewhere in the distance, a young voice cries out, reminding you yet again that the city is no place for a child. Your eyes catch a hint of movement up ahead, and suddenly, something rises from its refuge behind a pile of sour-smelling garbage. The great, bulbous sphere floats slowly from its resting place, refuse slaking off its form like dead skin, revealing ten great eye stalks and a central ocular orb. What do you do?

You shoot the poor bastard with your Uzi, that's what.

In October, 2002, Wizards of the Coast brings DUNGEONS & DRAGONS into the 21st Century with D20 MODERN®, a major new product line that provides a baseline of rules that will arm players with everything they need to run contemporary fantasy campaigns. *Shadow Chasers*, the Mini-Game contained in this very issue of *Polyhedron*, offers an in-depth preview of one possible modern fantasy setting, but D20 MODERN itself will contain four campaign models to choose from, as well as providing a basic rules structure adaptable to hundreds more.

Designed by Bill Slavicsek, Jeff Grubb, and Rich Redman, the D20 MODERN *Roleplaying Game* is, at its heart, a rulebook. It's similar to D&D in that it presents a heroic-style game in which the player characters really make a difference in their campaign world. It differs in that it has a more contemporary feel thanks to the types of equipment, classes, and prestige classes it offers. *Shadow Chasers* gives some idea at the type of rules changes in store for modern fantasy fans. Other products will follow throughout 2003.

The D20 MODERN game uses the vitality and wound points system first introduced in the STAR WARS *Roleplaying Game* to better reflect the damage potential of contemporary weapons. The game starts characters in more basic classes than in D&D, allowing them to grow and specialize relatively quickly into a number of prestige classes appropriate for the GM's chosen campaign model. As with any **d20 System** game, if you know how to play D&D, you'll know how to play D20 MODERN.

"The time is right to expand our offerings as far as the **d20 System** is concerned," says Slavicsek. "While DUNGEONS & DRAGONS handles medieval fantasy quite nicely, we believe we need to represent the basic rules and provide some additional mechanics to take into account items and situations available in the modern world. We also want to offer the new rules to the d20 community so that other companies can build upon these rules and widen the scope of available modern-era products."

And readers of *Polyhedron* can help make it happen. "*Shadow Chasers* is one example of a campaign that can be played with the D20 MODERN RPG. It's an early version of the material that will appear in updated and expanded form in the final D20 MODERN rulebook. As time permits, we'll incorporate any feedback on *Shadow Chasers* that *Polyhedron* readers provide via the Wizards of the Coast website." Let us know what you think of the game by visiting our **d20 System** message boards at http://www.wizards.com/community/main.asp?x=boards,3.

For Slavicsek, the most exciting aspect of re-imagining D&D for the modern era has been fiddling with the way the game approaches classes. All of the basic character types from *Shadow Chasers* will be present in the final version of the game, along with a new class for heroes with high Constitution scores. The main rulebook will contain about 16 prestige classes.

"I think players will be most excited about the ability to create any type of hero they want to play. The only restrictions are those instituted by the campaign model they're playing in. In some contemporary fantasy settings, players will get to choose between magical spells, high-powered firearms, or some combination of the two. In more realistic settings, they can work to make the best unarmed combat specialist, sharpshooter, scientist, or super-spy," Slavicsek says with a grin. "Me, I can't wait to have my hero use an enchanted Uzi against a horde of zombies in a *Shadow Chasers* campaign."

Living City's New Era

In late 2001, the OrganizedPlay Corporation (led by d20 guru Ryan Dancey) licensed the RPGA Network's popular LIVING CITY™ campaign from Wizards of the Coast. Set in the FORGOTTEN REALMS® campaign setting, LIVING CITY is a shared-world tabletop DUNGEONS & DRAGONS® campaign that charts the history of the city Ravens Bluff, an adventurer's Mecca besieged by demonic plots, crafty ambassadors, and literally thousands of unique adventures. Until recently, it's been a little unclear what OrganizedPlay planned to do with the campaign.

That changed in December, when Dancey announced an arrangement between OrganizedPlay and former FORGOTTEN REALMS Brand Manager Jim Butler's Bastion Press (publisher of the d20 product *Minions: Fearsome Foes*). Under the terms of the partnership, Bastion will create scenarios for use in LIVING CITY play. Each month, Bastion will deliver five scenarios: one for low-level characters, three for a wide range of character levels, and a fifth for high-level characters. For the time being, members should continue to order scenarios as normal from the RPGA web site. Eventually, ordering of LIVING CITY scenarios will transfer to www.organizedplay.com.

Bastion Press is at work converting existing scenarios to bolster the supply of ready-to-play Third Edition LIVING CITY adventures.

For now, Bastion is at work converting existing scenarios to bolster the supply of ready-to-play Third Edition DUNGEONS & DRAGONS adventures. The first completely new Bastion scenarios are scheduled to debut at *Weekend in Ravens Bluff* events, held at various locations around the world in April.

The most radical change to the campaign, however, has nothing to do with who's writing the adventures. Beginning in February of this year, OrganizedPlay initiated a new business model for LIVING CITY participation that shifts costs away from event organizers and toward the players directly. As in the past, any person with a valid RPGA membership is allowed to participate in LIVING CITY events. In addition, a new "*Living City* Organization" has been created. Players who are not a member of this organization will not be able to play characters above 1st level.

Participation in the LIVING CITY Organization will take three forms:

- A "Gold Level" membership, which will allow unlimited play of LIVING CITY scenarios for one year at no additional cost, for a fee of $30.00 (US).
- A "Silver Level" membership, which will allow unlimited play of LIVING CITY scenarios for three months at no additional cost, for a fee of $10.00 (US).
- A "Bronze Level" membership, which will require a one-time $5.00 set-up fee and entitles players to use characters above 1st level at a price of $1.00 per scenario play. The $1.00 fee will be charged after a scenario's results have been processed.

Gold and Silver Level memberships which lapse without renewal automatically become Bronze Level memberships (without the need to pay the $5.00 set-up fee). Joining the LIVING CITY Organization requires a quick trip to the LIVING CITY website at www.livingcity.organizedplay.com. Members receive a printable temporary membership card upon joining, and receive an official LIVING CITY Player ID Card through the mail shortly thereafter. For more information on the new organization, head over to the official Organized Play website.

MUTANTS & MASTERMINDS Leads d20 Superhero Team

In order for a game system to be truly "universal," it must be robust enough to handle a multitude of genres. Since the birth of the roleplaying hobby, the superhero genre has posed the greatest challenges to designers. The list of "classic" superhero games is dwarfed by the list of systems that utterly fail the subject matter. With the inherent difficulty of creating rules for a heroic world in which literally anything is possible, the release of Nightshift Games's execrable *The Foundation: A World in Black and White* shortly after the inception of the d20 License didn't speak well for the genre's chances in the d20 arena.

More than a year later, we've seen nearly a half-dozen announcements for d20 superhero games from a variety of publishers undaunted by the creative failure of the industry's first juvenile stab at making men in tights and capes fly with the same game system that powers DUNGEONS & DRAGONS. The most interesting of these new systems may be Green Ronin Publishing's *Mutants & Masterminds*, billed by publisher Chris Pramas as "the first serious superhero RPG for the d20 System."

Bold words, considering the buzz Hobgoblynn Press's *Godlike* superhero RPG has been generating in print and online, but Pramas has never been one to back away from a challenge. His Origins Award-winning adventure, *Death in Freeport*, was one of only two **d20 System** adventures available at GEN CON the same day the Third Edition *Player's Handbook* went on sale—before the license had been officially approved and long before releasing a quickie d20 product was the industry-approved method of generating quick and easy capital. Pramas insists *Mutants & Masterminds* is in a different league than *Godlike*.

"*Godlike* isn't a d20 game," Pramas says. "It's got its own system, with an added d20 appendix. *Mutants & Masterminds* is being designed from the ground up as a superhero game, not adapted from previously existing mechanics. *Godlike*'s got that whole post-modern, post-Alan Moore thing going on. It's not meant to provide a system for four-color comic characters. *Mutants & Masterminds* will."

Pramas tapped acclaimed designer Steve Kenson, whom fans may recognize from the pages of *Dragon Magazine* and the *Shadowrun* game and novel lines, to handle the design chores. Kenson is no stranger to the genre, having contributed to *Champions, Aberrant, Marvel Super-Heroes*, and West End's *DC Universe* RPG.

Unlike many superhero RPGs, *Mutants & Masterminds* won't be tied to an established comics universe. "The problem with many of the previous superhero games," Pramas insists, "is that they focused on playing specific characters from existing comics. That can be fun for a one-shot, but who wants to play someone else's character for a whole campaign?"

Mutants & Masterminds will instead focus on providing a toolkit to help gamers make their own characters. The game will handle powers somewhat like feats, focusing on a freedom to mix and match feats to a greater degree than offered in the core **d20 System** rules. "You should be able to build nearly any power when the system is complete," Pramas says. "The idea is to give you the flexibility of the *Champions* RPG without the unnecessary complexity."

d20 Supers Rogue's Gallery

Here's a quick rap sheet on d20 supers games of the past, present, and future.

The Foundation: A World in Black and White

Who: Published by Nightshift Games (Crunchy Frog Enterprises), written by Eric Metcalf.

What: A shoddy, rushed-to-press effort featuring fan-fic that glorifies victimization by rape as a method of "triggering" super powers, information on superheroines' breast sizes alongside game statistics, and a selection of art by people you've never heard of and probably won't hear from again.

When: Available on discount shelves the world over.

Godlike

Who: Published by Hobgoblynn Press/Pagan Press, written by Greg Stolze and Dennis Detwiller with d20 rules by Mike Mearls.

What: Metahuman "talents" on both sides collide on the battlefields of World War II. A unique RPG with a special d20 appendix.

When: Right about now.

D20 Superheroes

Who: Natural 20 Press (www.d20reviews.com), written by Russell Morrissey and Harold Nichols.

What: "Generic" superhero rules usable in any d20 campaign from the webmaster of the most important d20 fan site on the Internet. Published in electronic pdf format.

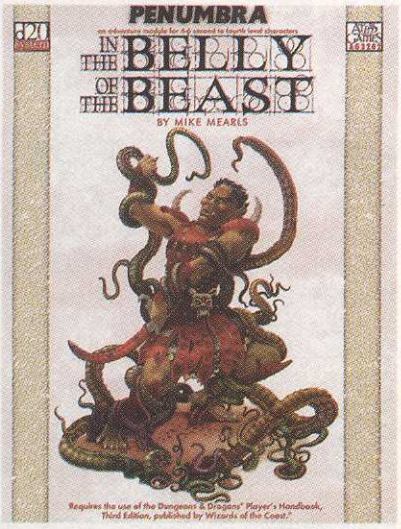
When: March, 2002.

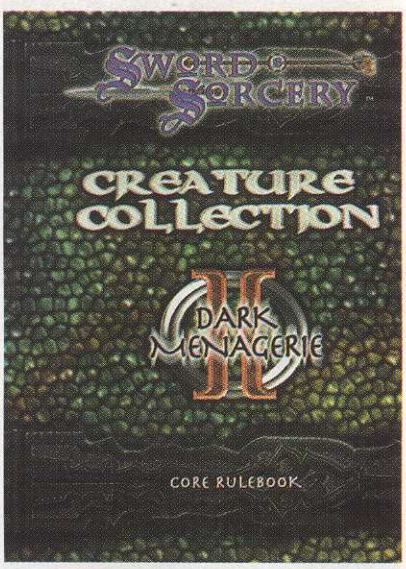
Mutants & Masterminds

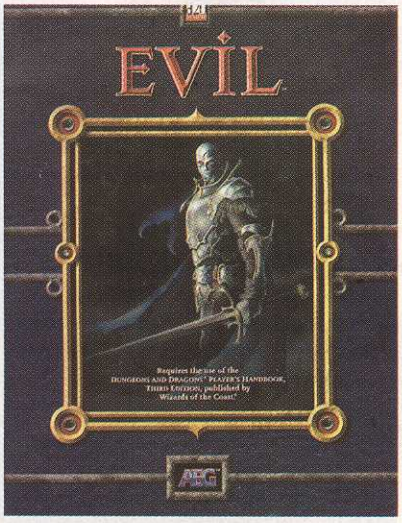
Who: Published by Green Ronin Publishing, written by Steve Kenson.

What: A "baseline" set of rules for generating original superheroes coupled with a portable city campaign setting (*a la* Freeport).

When: Fall, 2002.


PENUMBRA
IN THE BELLY OF THE BEAST
BY MIKE MEARLS
d20
Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast.





The *Polyhedron* Interview: Mike Mearls

Grab a product off the "d20 Shelf" at your local games retailer, and chances are pretty strong that Mike Mearls had something to do with it. Since his first d20 adventure, Atlas's *In the Belly of the Beast*, Mearls has written or contributed to more than twenty d20 adventures or supplements from eight different publishers. To put that into perspective, Mike Mearls has more pages of signed contracts with d20 companies than some d20 companies have published altogether.

Clearly, the man is onto something.

Polyhedron recently had a chance to talk to the hobby's most prolific freelancer, asking him about how he broke into the scene, who he looks to for creative influence, and where he'd like to take the **d20 System**. His answers may surprise you.

POLY: What does Mike Mearls bring to a d20 project?

MEARLS: I think my biggest asset is that I'm a D&D player and DM first and foremost, and a game designer second. D&D has always been and always will be my favorite RPG. A lot of designers come into the industry looking to get their game published and do other stuff, like d20 material, as a sort of sideline to their main goals. I've always just wanted to work on D&D material. As a result, I have a good feel for the core d20 mechanics and what works in the average D&D game.

There's a tremendous difference between reading the rules and using them in play. I'd have to credit my experience running convention games as a member of the RPGA Network with helping me learn how the rules work. A lot of d20 publishers jumped into the field without doing their homework. There's been more than a few times that I've had to quote chapter and verse from the rulebook to an editor who was convinced I had the mechanics wrong. The other important part of playing the game is you get a feel for what rules help enhance the game.

For example, most trap design rules focus on building elaborate stuff, the kinds of traps you'd find in *Tomb of Horrors*, or something. However, almost every time I've DMed or played in a game where making a trap came up, it always revolved around making simple stuff, like tripwires that ring alarm bells strung up around a party's camp site. When I went to work on a trap design system for Mongoose's *Quintessential Rogue*, I made sure to focus on rules for that sort of thing.

I also try not to let d20 hit a creative rut. I love taking the core D&D systems and stereotypes and twisting them around. I don't like adventures that have lame encounters. Anyone out there can make a dungeon room that has three orcs standing around, guarding it. That's boring, and offering that as an acceptable published product is offensive to gamers out there. They deserve better for their money. I strive to craft each encounter into a unique, challenging experience.

d20 System Credits: Mike Mearls

AEG *Dragons, Dungeons, Evil, Undead, War* (early 2002), *Folnar's Dagger* (mini-module), *Hell's Reach* (early 2002) Atlas Games *In the Belly of the Beast, Touched by the Gods* Fantasy Flight Games *Mythic Races, Daggers at Midnight* (mini-module), *Darwell's Tower* (mini-module), *Seafarer's Handbook* (January 2002) Fiery Dragon Productions *To Stand On Hallowed Ground, Nature's Fury, Psionics Toolkit* (March 2002) Hobgoblynn Press/Pagan Publishing *Godlike* (January 2002) Mongoose Publishing *Quintessential Rogue* (February 2002), *Quintessential Wizard* (mid-2002) Necromancer Games *Siege of Durgam's Folly* Sword & Sorcery Studios *Relics and Rituals, Creature Collection II, Scarred Lands Ghelspad Hardcover* (mid-2002)

POLY: How did you get started working with d20 companies?

MEARLS: My first exposure to d20 came as a result of my work on the RPGA's LIVING GREYHAWK™ campaign. I did some design work for the Kingdom of Keoland and was sent a pre-release copy of the rules to help me handle that. I'm probably one of the few people outside of the playtesters and Wizards of the Coast who knows about the Intuit Danger skill!

Anyway, with that head start and the pressure to make sure I knew the d20 rules well enough to run GREYHAWK games at GEN CON 2000, it didn't take much footwork to find venues for my work. I had previously done design work on Atlas Games's *Feng Shui* and *Unknown Armies* RPGs. I asked them if they were doing d20 stuff, they said yes, I sent a proposal, and *voila*—I was published.

Out of the d20 publishers I've worked with, I hooked up with all but one by sending them a sample of my work and asking if they were looking for freelancers. Finding work is definitely a matter of getting out there and looking for it.

The most important advice I can give is threefold: find a game you love, start writing at least 1000 words a day to practice, and don't be afraid to go to a company's web site, read over their submission guidelines, and send something in. Magazines such as *Polyhedron*, *Dragon*, and *Dungeon* are all excellent venues for starting designers.

POLY: Who's your favorite game designer, and why?

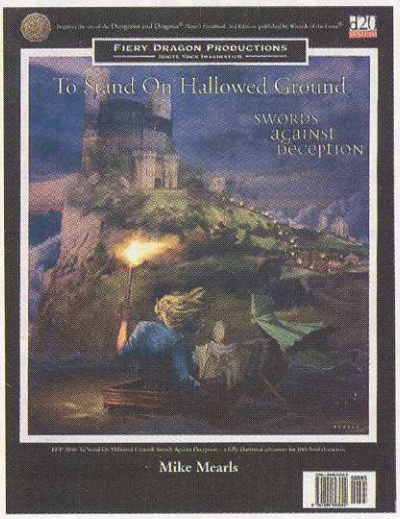
MEARLS: Good question, and not an easy one to answer. RPGs are highly collaborative ventures, and it's often impossible to peg a single person with the innovations in a game's mechanics or setting. I'd have to say Jared Sorensen, a guy who maintains a web site at www.memento-mori.com. He puts together all sorts of interesting game concepts, completely off-the-wall stuff that defies easy categorization. We're collaborating on some stuff now that I hope pushes d20 in some exciting new directions. The way I see it, a game designer's job is to produce material that the average DM wouldn't think of. Otherwise, why should gamers pay for stuff that they can come up with in a half-hour? Jared continuously tries to push games in new directions, and he's the kind of person that really charges up my creativity when we get together to talk games.

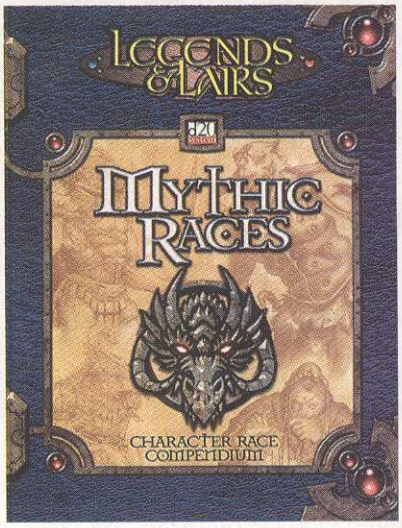
Shigeru Miyamoto is another guy I dig. He works for Nintendo, producing games like *Super Mario Brothers* and *Mario 64*. Like Jared, he takes completely bizarre concepts and produces truly unique, original games. If you look at *Super Mario Brothers* from a pure concept level, it's such a weird game. You're a fat, Italian plumber from Brooklyn who jumps on top of mushrooms and turtles. But the game play is so well done, and the visuals so engaging that the game helped make Nintendo a household name. I also have to mention the design team at Bungie Studios for making incredible games. *Halo* is the best first person shooter, and probably one of the best games of any type, that I've ever played.

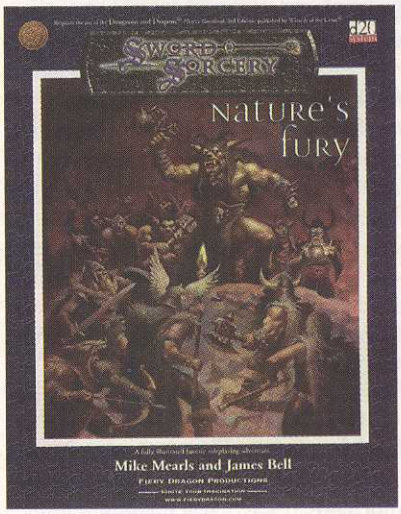
POLY: What's your d20 dream project?

MEARLS: I have the d20 systems and basic setting put together for a game called *Zero Trigger*. All I need now is a publisher. It's a d20-based game built around a combination setting/ campaign that traces the characters' climb from starting adventurers trying to preserve their village to greater gods who have to fight to save the universe. It's very epic, and has lots of options for playing all sorts of bizarre characters. You can pretty much elect to play any humanoid race from the *Monster Manual* as a PC. The game is designed to accommodate characters who begin at around eighth level and progress up to godhood. Of course, considering the enemies they're going up against, they're probably a little under-powered to start out with.

I'd like to see more d20 games like *Dragonstar* or *Weird Wars*—ones that deviate from what we've seen before. My rule of thumb is that if in the 80's Fantasy Games Unlimited covered a topic, I'm probably not too crazy about doing it myself. The barriers to entry in RPG publishing are low enough and the investments small enough that there's no reason why d20 publishers can't try doing completely crazy, far out games.







Release Roundup

March and April see a torrent of brand spanking new products for the **d20 System**. Keep your eyes peeled and your wallets greased for these up-and-coming offerings.

Adamant Entertainment

Right up until presstime, the publishers of the *Skull & Bones* d20 pirate game and campaign setting were planning to release a product in March called *The Tao of Wuxia*, which promised a 96-page in-depth treatment of the type of Asian kung-fu movies that inspired *Crouching Tiger, Hidden Dragon*. Then, a curious note appeared on their website, saying their entire 2002 catalogue was under review pending negotiations for two licenses. Licenses are great, and all, but we wanted us some chop-socky. Keep a look on www.adamant.rpg.net for news on the company's mysterious dealings.

Alderac Entertainment Group

Ever feel the bestial urge to run a monster PC? AEG offers a helping paw in April with *Monsters*, the sixth in a line of single-word-titled sourcebooks for the **d20 System** (others include *Dungeons*, *Evil*, and *Undead*). The *Farscape* d20 RPG, originally announced for a September 2001 release, remains vaporware.

Atlas Games

Matt Forbeck has written a whole lot of **d20 System** Material, including large portions of Green Ronin's *Freeport: The City of Adventure*. If you enjoyed Matt's work on just one fantasy city, you'll want to check out his design skills in Atlas's *Seven Cities*, a 128-page *Penumbra*-imprint sourcebook in the tradition of February's *Seven Strongholds*.

Avalanche Press

Fans of historical roleplaying and enormous breasts will have much to cheer about in March and April, as Avalanche Press delivers three historical sourcebooks featuring covers that won't embarrass you when you're preparing for your game at the porn shop.

Doom of Odin, a 64-page sourcebook for the *Ragnarok: Tales of the Norse Gods* campaign setting, offers prestige class rules for valkyries, Viking skalds, and berserkers, as well as information on the homelands of dwarves and giants.

In March, *Face of the Divine* puts Earth religions on overdrive, offering d20 details on a huge diversity of faiths, including Buddhism, Celtic Theism, Hindu, Islam, Orthodox Christianity, and more. Regular old Christianity, it appears, might manage to stave off official d20 treatment for another brave year.

Though Ragnarok takes center stage, Avalanche appears to understand that gods killing each other is not a phenomenon unique to Scandinavia. April sees the release of *Nile Empire: War in Heliopolis*, which embroils PCs in a plot by the god Seth against his brother, Osiris.

Bastion Press

FORGOTTEN REALMS guru **Steven Schend** takes a turn at Bastion's "d20 Guide" dartboard in March, and he's managed to come away with a green thumb. Schend's 96-page *d20 Guide to Alchemy and Herbalists* promises to teach your characters how to turn lead into gold, create powerful new magic items and substances (paid for, we assume, with fake philosopher's stone gold), and throw together impressive talismans.

Chaosium

Continuing their support of *Dragonlords of Melnibone*, one of the first complete **d20 System** games to market, Chaosium enters March with *Cults of Law and Chaos*, a 192-page treatise on the religions of Elric's world written by **Gareth Michael Skarka**.

Chaosium hasn't forgotten it's Elder God bread and butter, either. The House that Cthulhu Built is hard at work on *Pulp Cthulhu: Reckless Adventures in the 1930s*, a supplement for the *d20 Cthulhu* rules recently published by Wizards of the Coast (the book will include rules for the traditional *Call of Cthulhu* game, as well). *Pulp Cthulhu* will offer an action-oriented approach to battling alien gods while attempting to maintain your sanity, with information on how to create secret societies dedicated to fighting Mythos horrors and a selection of such societies for easy insertion into your campaign.

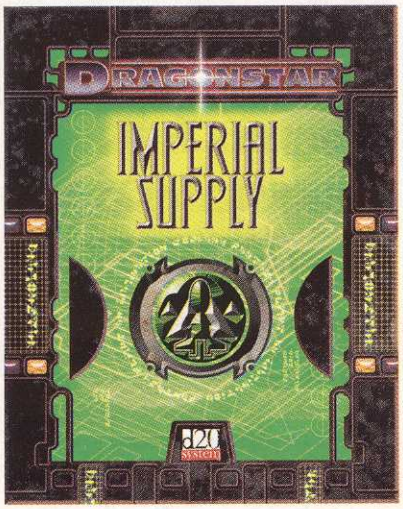
At presstime, Chaosium remained mum about a release date. Keep your eyes on *First Watch* for more details as they develop.

Eden Studios

Cliché or not, taverns play a pretty critical role in just about every fantasy **d20 System** campaign. But what happens when your players decide to visit a bar you haven't prepared for? You pick up *Waysides: The Book of Taverns*, that's what. With detailed floor plans, information on proprietors and frequent customers, and even complete menus and prices for more than 30 distinct taverns and inns, Waysides might just be the most important travel guide you'll pick up all year.

Fantasy Flight Games

FFG's *Traps & Treachery* debuted at last year's GEN CON to tremendous buzz and a quick sell-through. In April, *T&T* gets a kid brother with the release of *Traps & Treachery II*, another collection of devious magical traps, new magical and mundane poisons, dungeon challenges, and puzzles. This time around, FFG promises a greater emphasis on outdoor and wilderness traps. Best add some skill points to Search and Disable Device while you still have the chance, friends.



Fans of the fantasy-laced science fiction setting *Dragonstar* will want to check out *Imperial Supply*, the first sourcebook for the popular line. *Imperial Supply* presents complete descriptions and illustrations of new weapons, armor, vehicles, starships, and high tech gear, as well as detailed rules on how to design your own ships.

Fast Forward Entertainment

Feel like kickin' it old school? TSR-era gurus **Jim Ward**, **Lester Smith**, and **Tim Brown** have 160-page hardbound books to offer in both March and April. First up is *Treasure Quests*, a collection of short adventures based around obtaining magic items (just like in the olden days). In April, Fast Forward follows up with *Wondrous Magic Items*, a really big book detailing, you guessed it, wondrous magic items. To add an interesting twist, actual props of the items described in the book will be available for purchase from Fast Forward, we assume based upon how much xp it cost to make them in the first place.

Fiery Dragon Productions

In March, Fiery Dragon Productions presents us with an interesting math problem. Big friggin' adventure about drow + *Dungeon Master's Guide* author **Monte Cook** = X. The *Polyhedron* staff spent most of its high school math classes reading old D&D manuals, but it seems clear even to us that X = lots of dead characters and overflowing buckets of money for Fiery Dragon Productions. Get in on the action by picking up *Queen of Lies*, a 48-page adventure that features a hidden temple, stolen treasure, and a secretive cult of dark elves.

Take to the Stars with Living Dragonstar!

The most anticipated **d20 System** release since the advent of the license has come to the RPGA Network with Living Dragonstar, a new member-run shared world tabletop RPG campaign in the spirit of Living City and Living Greyhawk. Fantasy Flight Games's *Dragonstar* offers players access to a "boundless universe of magic and machine, science and sorcery."

The Living Dragonstar campaign takes place in the isolated Rimward Barrens recently brought into the Empire under the expansionist policies of the new Emperor, the great red wyrm Mezzenbone. Living Dragonstar characters can be Imperial citizens savvy with the most modern technology, traders, merchants, and explorers in search of adventure, or denizens of wild, tech-less planets who have only heard stories of moving lights in the sky—or perhaps not even that. Characters find themselves thrust into a world where science exists beside magic, and must hurry to learn what they can lest they get swept up in a great cultural and technological revolution.

For more information on the RPGA's newest campaign, visit www.fantasyflightgames.com.

Green Ronin Publishing

March sees the debut of Green Ronin's ambitious *Master Class* series of sourcebooks, each of which will detail a new basic class for the **d20 System**. **Steven Kenson's** *Shaman's Handbook* is first out of the gate. Future releases in the line include the *Monster Slayer's Handbook*, by *Runequest* creator **Steve Perrin**, the *Witch's Handbook* (also by Kenson), and the *Assassin's Handbook*, by **Wolfgang Baur**, which presents the assassin as a complete class that players may choose from character creation.

Mongoose Publishing

The prolific publishers of the popular *Slayer's Guides* march ever closer to the necessity of a *Slayer's Guide to Riding Dogs* with the March release of the *Slayer's Guide to Sahuagin*. New tricks for sneaky characters is the order of the day in the *Quintessential Rogue*, and we predict massive amount of possibilities for bloodshed with *Skraag: City of the Orcs*, also available in March.

April sees the continuation of the *Encyclopedia Arcane* series that began with *Demonology*. Prospects of the latest installment, *Constructs*, which has the *Polyhedron* staff giggling over the possibility of creating mechanical wind-up friends for ourselves, appear to be very strong, at least in this office.

Fiery Dragon Productions

Stuff We Like

Counters for Cheapskates

The tactical precision of the **d20 System** all but requires tracking combat with miniatures of some kind. But with prices for individual minis seldom falling below three dollars, filling out your monstrous armies has become a pricey proposition. Two d20 companies have come to the rescue of frugal DMs with inexpensive counters for use specifically with d20 fantasy games.

Fiery Dragon Productions was first on the scene with the *Counter Collection*, a selection of more than 400 character images and monster tokens, all drawn by artist Claudio Pozas and reproduced on non-perforated thin cardboard stock. Pozas brings a comic book innocence to the denizens of the d20 world that accentuates their defining features, pulling great character out of such creatures as manticores, blue dragons, storm giants, bulettes, and more. Though rife with nice features like familiars and various character types, "staple" creatures, such as orcs and goblins, are conspicuously absent.

The dearth of savage humanoids isn't such a problem, as many such creatures appear in Fiery Dragon's half-dozen released **d20 System** adventures, all of which contain counters. The *Counter Collection* retails for $14.95. A second collection should be on shelves as this issue hits the stands.

Looking for a specific counter but don't want to

spend a fortune to get it? Head over to www.dragon-scalecounters.com for an always-expanding selection of counters especially designed for fantasy d20 campaigns. Dragon Scale Counters allows you to pick and choose any of about 140 distinct counters, and the variety is simply staggering. Need a destrachan? Check. How about a gargantuan kraken? Check. Two scared little kids holding hands? Yep, you can get that, too.

Prices range from $0.25 (that's right, *a quarter*) for medium-size creatures such as beholders and chokers, $0.50 for stuff like ankhegs, griffons, and owlbears, and a staggering four bucks for an impressive gargantuan black dragon. All full-color images are shown from an eagle's eye point of view—you look down on Dragon Scale Counters much like you would a miniature, which means they'll mix well with what lead you do have. The illustrations range from decent to mediocre, but let's face it—if your painted miniatures look anything like ours, you've got no right to be an art critic. All counters are printed on a durable bit of thin plastic that ought to resist stains from Dorito fingers and spilled Mountain Dew.

If you're looking to stock up on hordes of creatures, Dragon Scale also offers packs of assorted counters for $5.95. The Huge Evil Dragons pack comes packed with five dragons. The Abyssal Entourage pack comes with 3 dretch, 1 succubus, 1 bebilith, 2 vrocks, 3 hezrou, 1 glabrezu, 1 nalfeshnee, 1 marilith, and 1 balor. That's 14 counters for the going price of one lead gnoll, folks. New packs and individual counters regularly appear on the site.

Being a cheap bastard has never felt so good.—Erik Mona

Dragon Scale Counters

RPGA NETWORK

News from the Top

The RPGA Update

Well, here we are, home again after another hugely successful WINTER FANTASY™. Once again, the RPGA proved that it can run a magnificent, multi-day, role-playing event packed with gaming, socializing and much, much more. I feel I must congratulate all those involved for once again running our own premier event to such exacting standards. Well done, one and all!

For those who didn't attend, take a tip. Ensure you don't miss it next year, and be sure to book early. I'd also like to thank all those who wished me well in my taking over from David Wise as head of global RPGA operations. David did some amazing work in helping truly globalize this Network and establish new, exciting programs—programs and structures that I will look forward to perpetuating and developing further over my time in the hot seat. I am sorry I never got chance to sit down with everyone for a private chat at WINTER FANTASY, but I am available on email at all times. Feel free to drop me a line to discuss things further. My email door is always open at ianr@wizards.com.

Since it's simply impossible for all RPGA members to attend Winter Fantasy, I would like to recap some of the points I touched upon at the members' meeting. I won't print my total, rambling speech, for which I'm sure you'll all be grateful, but just the salient highlights that have an impact globally. Globally? Yes globally! All these initiatives have been developed so that we can provide them around the world.

Firstly, we are revamping and launching a new GM sanctioning program. This is to ensure we increase the standard of the games that you, the members, deserve. The program will have significant rewards attached to it; with the rewards getting incrementally greater the higher you qualify. This system was so developed to reward those GMs that run a lot of amazing games for us around the world and make RPGA Network games a special cut above the normal gaming experience. At the same time, we're not developing a system that excludes anyone, as we have a training program that allows anyone to attain higher judge levels, as well. As with all our new initiatives, full details of this program will be available on the wizards.com/rpga site.

Secondly, we will be putting in place a new system of Regional Directors and Area Coordinators to help provide local support around the world and provide more events for you to take part in. Again I'm not going to go into huge detail about who these people are and what they will be asked to do, as this information will be available on the above website. We are, of course, always interested to hear from individuals interested in helping us develop the RPGA and the hobby within their countries. If you're interested in helping to coordinate local activity, the person to contact is Sean Connor, at seanc@wizards.com.

Thirdly, I will state that we are not, at this time, intending to launch any new LIVING™ campaign or systems for the forthcoming year. Instead, we'll improve the quality and frequency of the games you have been calling for over the last 12 months—LIVING GREYHAWK™, LIVING FORCE™, and a portfolio of member-run campaigns. It seems that we have created juggernauts that you can't get enough of, so we will build on their success and remain focused on providing more of what you want. Until we feel we are done developing these campaign environments, it would be ridiculous to launch anything new. Again, details on all of our LIVING campaigns are available on the website.

I'd like to close this edition of *News from the Top* with a very special, personal and final thank you. That must go to Robert Wiese. For many years Robert has been an essential part of the staff here and at one time the ONLY member of the staff. He has kept things going through thick and thin times and his moving on will leave a vacuum that will not be easy to fill. I hope you will all join with me in wishing him the very best for the future and a huge vote of thanks. Thankfully, Robert won't be dropping off the RPGA radar completely as he intends to remain part of our LIVING campaigns and will continue to help us with events and conventions—an RPGA devotee until the end. Way to go, Robert!

Ian Richards
RPGA Worldwide Manager
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Web Wanderings

Scouring the Net for Cool RPG Advice Since 1994 • By Ed Gibson

Welcome back to *Web Wanderings*, *Polyhedron's* regular survey of Internet sites that can help you improve your roleplaying campaigns. Many of the coolest sites featured in *Web Wanderings* come directly from you, the reader. Drop us a line at polyhedron@wizards.com and let us know what sites you use when perfecting your game.

This issue's first site was suggested by Peter Parker of Ohio, on the LIVING GREYHAWK™ mailing list (http://groups.yahoo.com). Fans of the **d20 System** will want to check out http://www.opengamingfoundation.org/srd.html. This is the System Reference Document for the **d20 System**. The page contains all the documents that have been released or are under review by Wizards of the Coast as part of the Open Gaming License, the initiative which underlies the entire d20/Open Gaming movement. The documents available on this site contain the standard monsters, spells, magic items, and character class information found in DUNGEONS & DRAGONS. You can also access combat basics, healing, and other rules.

Warning! Personal use of this material should not be a problem, but you need to comply with the terms of the Open Gaming License if you plan to distribute the material in any way. See http://www.wizards.com/D20/main.asp?x=welcome,3 for additional information on the Open Gaming License and the legal requirements of the license. You can download the legal documents, FAQ's, and the released System Reference Documents from the Wizards site.

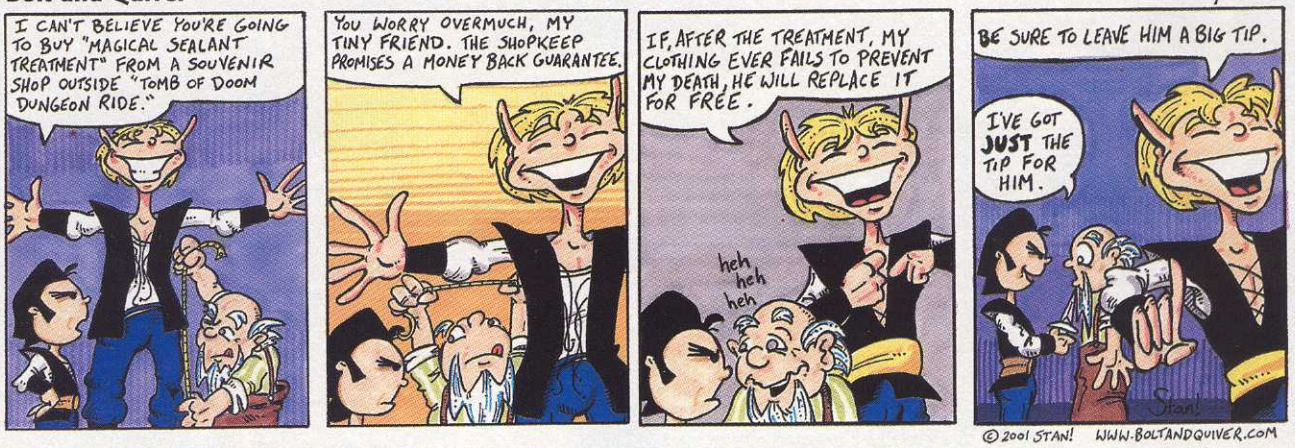
Would you like to bug your characters? Maybe they're stranded in the middle of a desert after a plane crash or a bandit raid has killed the animals in their caravan. It's almost 150 degrees Fahrenheit in the sun and ants come swarming over them. The Cataglyphis genera of ants lives in the Sahara Desert and is capable of functioning in this heat. You can check out various insect records at the University of Florida Book of Insect Records (http://ufbir.ifas.ufl.edu). The most cold-tolerant insect can recover from being frozen at temperatures of minus 388 degrees Fahrenheit. The insects could be picked up in the clothing or supplies of your unwitting characters and become active when body heat thaws them out. On the Insect Records site, you can find information on insects capable of surviving 1360 meters underwater and plenty of other crawly facts just begging to enliven your gaming sessions.

If your gaming group appreciates monster illustrations as much as they should, you'll want to visit the Dennis Kunkel microscopy site at http://www.denniskunkel.com/default.asp. This site has hundreds of pictures of potential monsters (okay, scientific subjects) photographed under an electron microscope. The education site has some basic information for students. Select the arachnid photos and take a look at the dust mite (file 92597B). The education page gives us the cheery news that they eat dead skin and are found in your house, your bed and on your pillow. (Imagine what a "dire" dust mite might eat!) See http://www.deniskunkel.com/PublicHtml/WANTED/BODIES/92611-Rap.html for even more information on this potential character killer.

Kunkel's zoom-in page allows you to see an ant's compound eye magnified 480 times, among other things. If nothing else, you should be able to use these photos to improve your descriptions for your players. The characters won't appreciate the fine details of your description when they are so much bigger than the insects. It would be so much more interesting if the PCs were insect sized. Your best approach is to convince the players that they want to be shrunk—possibly an NPC was transformed into a bug and the heroes must rescue her. The setup is easier in a modern campaign (a miniature robot escapes), but it's harder to explain shrinking the characters.

It's been a while since we looked at a good base for a villain, so take a look at http://www.japar.demon.co.uk/. This bunker was constructed during the cold war to house regional government authorities in England in the event of a nuclear war. The large antenna mast is the only outward sign of the facility. A small bungalow hides the entrance to the bunker. The informative site offers a "virtual tour" and provides a good idea of the necessities of such an installation. Especially appropriate for our purposes is the complete BBC studio, so the villain can issue his demands on national TV.

Bolt and Quiver by Stan!


I CAN'T BELIEVE YOU'RE GOING TO BUY "MAGICAL SEALANT TREATMENT" FROM A SOUVENIR SHOP OUTSIDE "TOMB OF DOOM DUNGEON RIDE."
YOU WORRY OVERMUCH, MY TINY FRIEND. THE SHOPKEEP PROMISES A MONEY BACK GUARANTEE.
IF, AFTER THE TREATMENT, MY CLOTHING EVER FAILS TO PREVENT MY DEATH, HE WILL REPLACE IT FOR FREE.
heh heh heh
BE SURE TO LEAVE HIM A BIG TIP.
I'VE GOT JUST THE TIP FOR HIM.
Stan!

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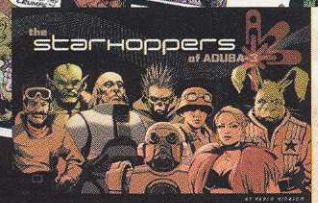

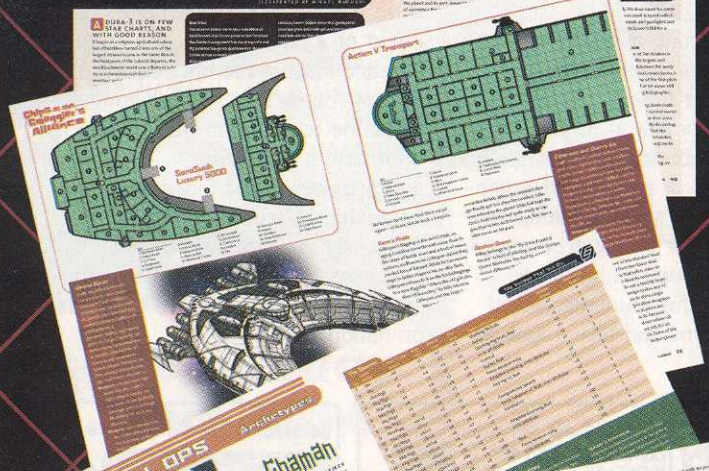

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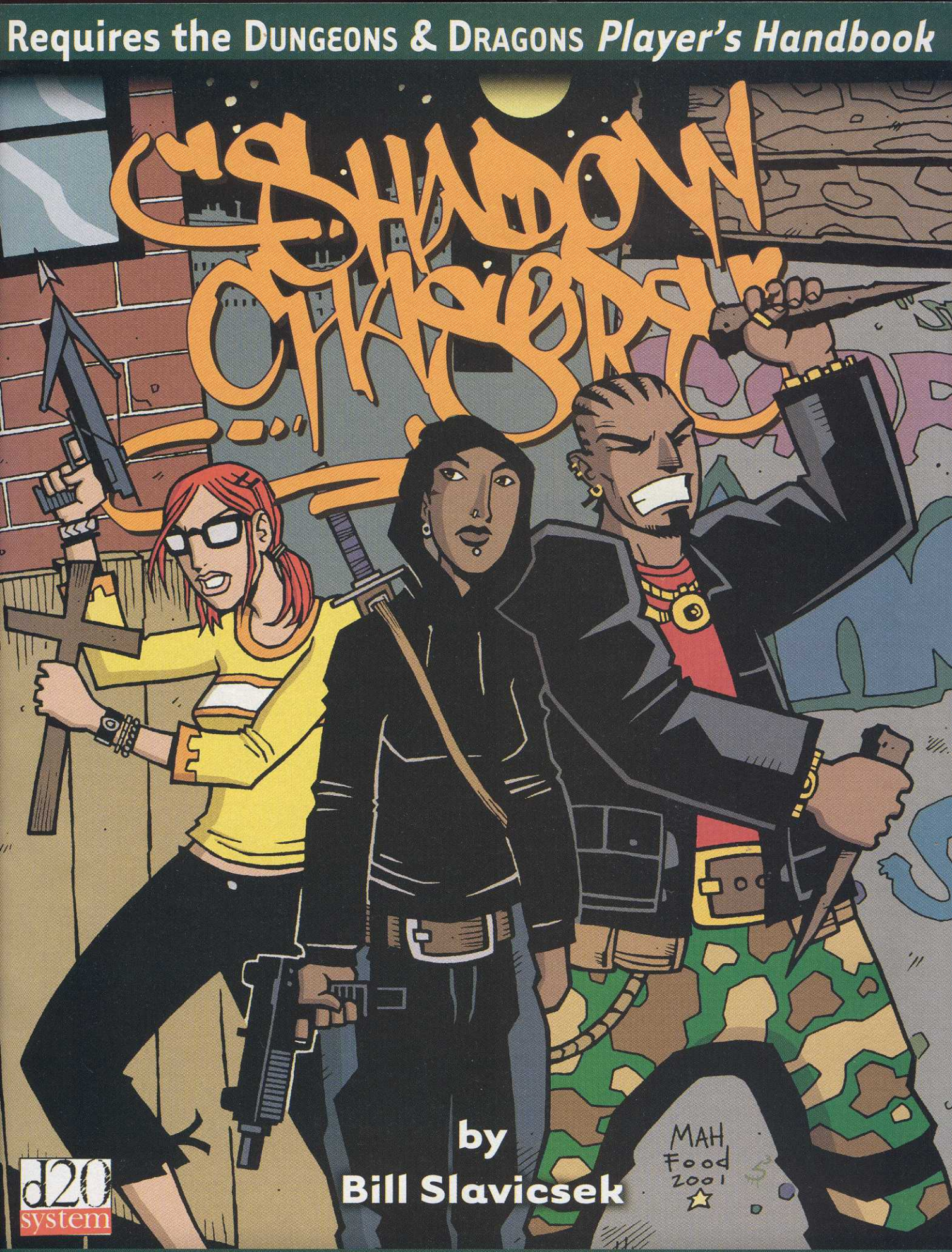
Requires the Dungeons & Dragons *Player's Handbook*



Heroic modern horror in a darkened world

Shadow Chasers

Heroic Modern Horror in a Darkened World

A Campaign Setting for the D20 Modern Roleplaying Game

This *Polyhedron* d20 Mini-Game requires the DUNGEONS & DRAGONS® *Player's Handbook, Dungeon Master's Guide,* and *Monster Manual* to play. Unless noted in the text, *Polyhedron* Mini-Games adapt the standard D&D rules and conventions to nonstandard settings and genres. Unless specifically noted in the text, this Mini-Game follows the core D&D rules. If you know how to play DUNGEONS & DRAGONS, you'll pick up the rules of this game in moments.

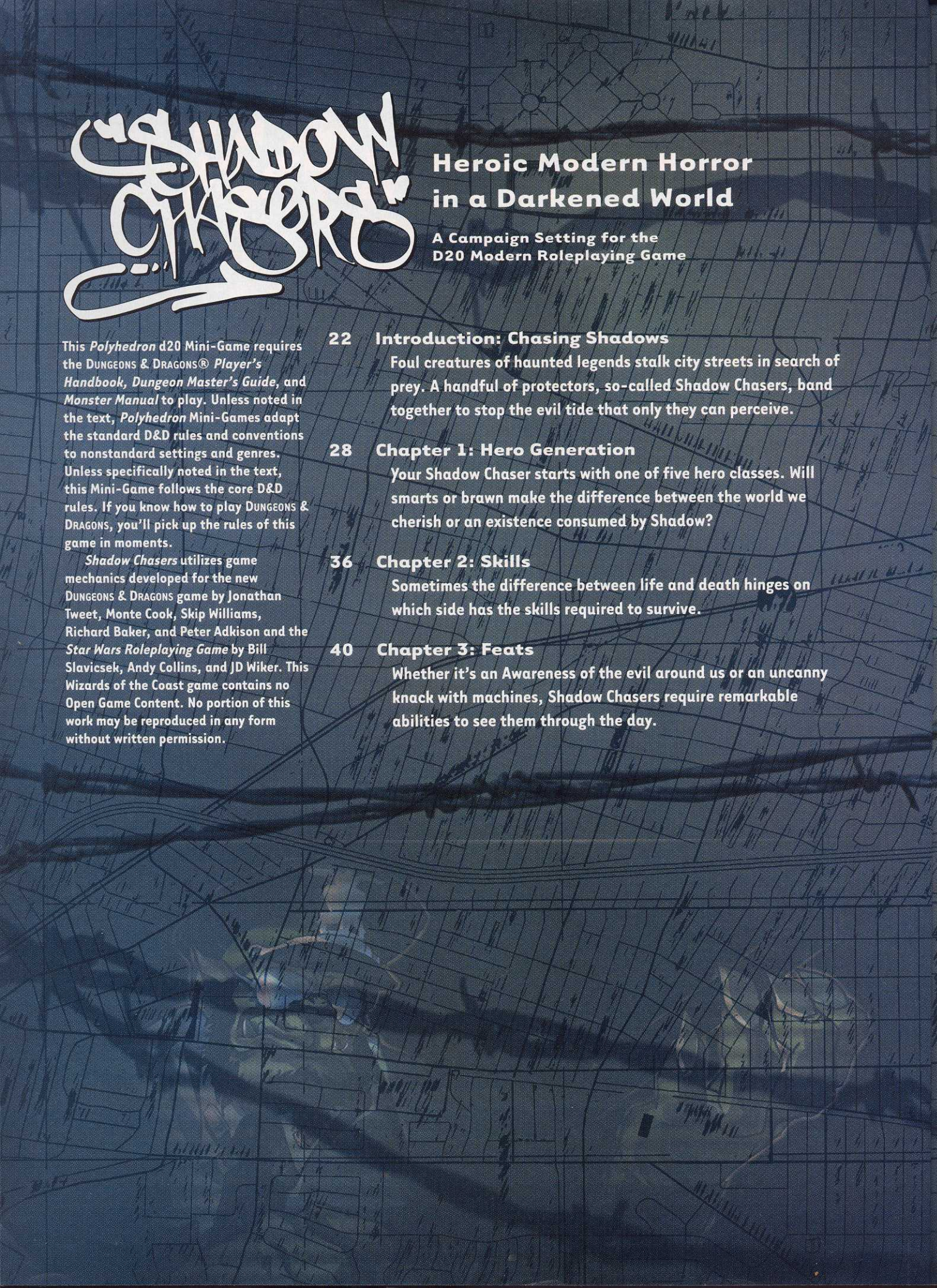
Shadow Chasers utilizes game mechanics developed for the new DUNGEONS & DRAGONS game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison and the *Star Wars Roleplaying Game* by Bill Slavicsek, Andy Collins, and JD Wiker. This Wizards of the Coast game contains no Open Game Content. No portion of this work may be reproduced in any form without written permission.

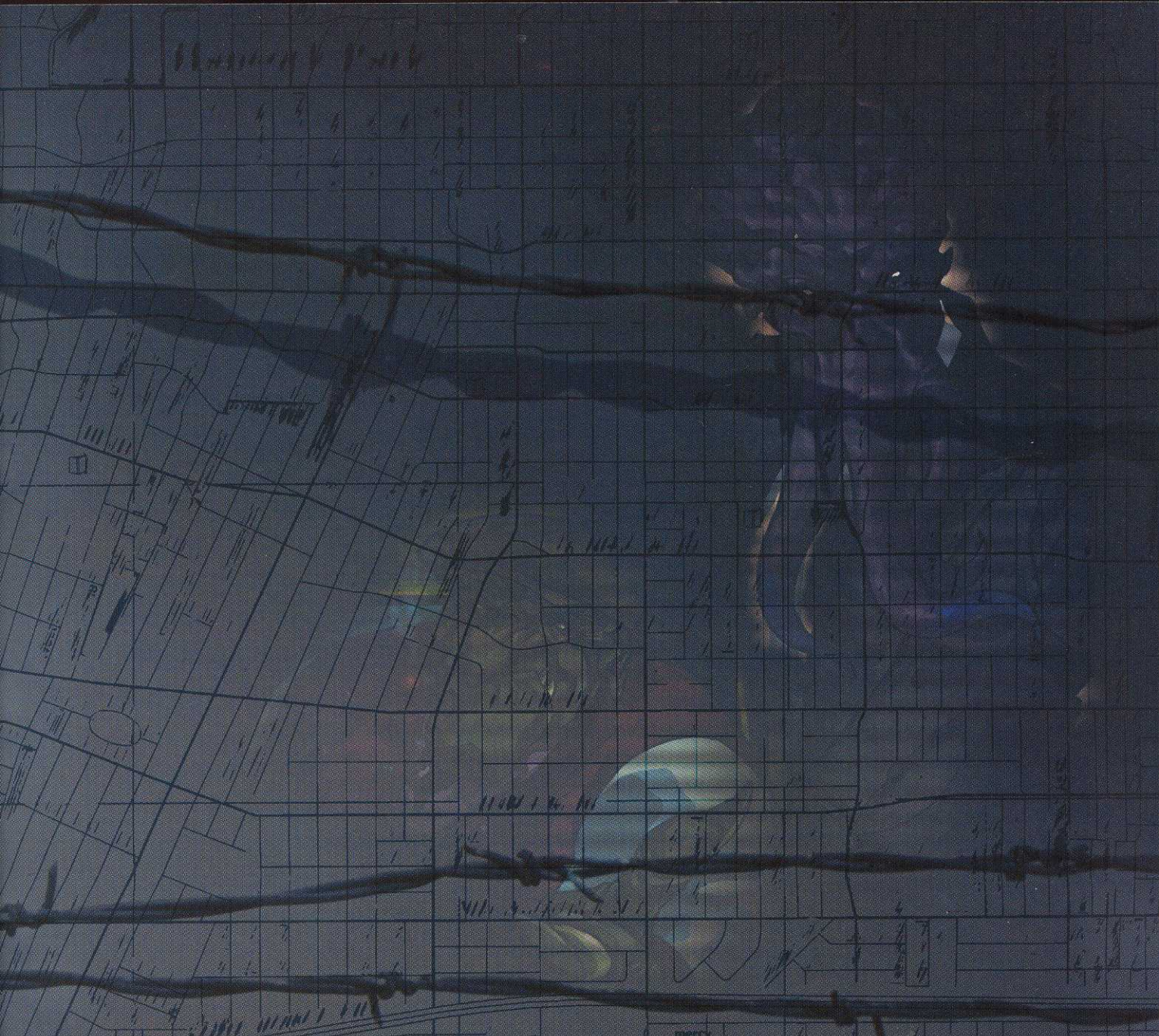
22 Introduction: Chasing Shadows
Foul creatures of haunted legends stalk city streets in search of prey. A handful of protectors, so-called Shadow Chasers, band together to stop the evil tide that only they can perceive.

28 Chapter 1: Hero Generation
Your Shadow Chaser starts with one of five hero classes. Will smarts or brawn make the difference between the world we cherish or an existence consumed by Shadow?

36 Chapter 2: Skills
Sometimes the difference between life and death hinges on which side has the skills required to survive.

40 Chapter 3: Feats
Whether it's an Awareness of the evil around us or an uncanny knack with machines, Shadow Chasers require remarkable abilities to see them through the day.





44 Chapter 4: Advanced Characters
As your Shadow Chaser gains experience, he'll further hone his skills with one of five prestige classes. Will he become the Shadow Slayer, or will he plumb the secrets of magic in the modern world?

52 Chapter 5: Weapons & Combat
Put away that longsword and whip out an Uzi. It's time to take the fight to the Shadow itself.

56 Chapter 6: Venturing into Shadows
Don the flak jacket and sharpen the stakes. Your Shadow Chaser career is about to begin.

Game Design: Bill Slavicsek
Editing & Art Direction: Erik Mona
Graphic Design: Andy James
Cover Artist: Jim Mahfood
Interior Artists:
Kalman Andrasofszky, Leanne Buckley, Jim Mahfood
Logo Design: Sean Glenn

Special Thanks to the Thursday Night Shadow Chasers: Michele Carter, Dale Donovan, Jeff Grubb, Thomas M. Reid, Ed Stark, and Larry Weiner. Gratitude to Chris Perkins for ideas and advice, and an additional thanks to Rich Redman for suggestions about modern weapons.

Chasing Shadows

Night falls, and the world prepares to sleep. It will be a troubled sleep, however, tormented by nightmares made all the more terrifying because they are real. Monsters roam the night, emerging from deep shadows to prey upon the weak, the innocent, and the lost. Monsters exist. You know it now. It's a fact you've come to understand on a profound level. Somewhere deep inside, you've always known it. Now you also believe it.

There are others like you, companions who have also peered into the shadows and seen the horrors lurking there. Together, you're ready to protect the world from the monsters, to keep the night safe.

You are the Shadow Chasers, and this is your story.

What is *Shadow Chasers*?

Shadow Chasers is a preview campaign setting for the upcoming d20 Modern roleplaying game. The d20 Modern RPG contains all the rules for playing any flavor of modern-day fantasy. If you know how to play D&D or any other **d20 System** game, you already know how to play d20 Modern. The difference is in the details. There are a few unique elements to the rules that better adapt the **d20 System** to a contemporary setting, and we'll cover enough of those in this preview to get you started. *Shadow Chasers* is one specific take on modern-day fantasy. The setting focuses on heroic horror in the tradition of *Resident Evil*, *Special Unit 2*, *Alone in the Dark*, and *Buffy the Vampire Slayer*.

The world of *Shadow Chasers* looks just like the world you know. It's the modern world we live in, with a twist that makes it fun, exciting, and a little bit terrifying. In the world of *Shadow Chasers*, you see, the monsters under the bed, in the closet, and hiding in the dark pools of blackness between the woefully inadequate and widely spaced street lamps are decidedly and unequivocally real. Vampires and werewolves, they're out there, preying on humanity with monstrous ferocity. Ghosts and goblins, they exist, haunting the shadows behind fast-food restaurants, convenience stores, and other places full of life and light.

The truth remains hidden from the world at large, though. Most people can't fathom the Things of Darkness, and so they either can't or won't see them for what they really are. This veil of self-deception and delusion keeps the majority of the world functioning despite the horrors around us. Those who can see through the shadows, however, often find ridicule, scorn, and even madness on the other side. There's danger as well in knowing the true nature of the world, for being able to see

kalman 01

the monsters usually means that the monsters can see you.

As the denizens of Shadow spread across the world, heroes arise to combat them. In every generation, a small number stand out due to circumstances and the bad luck of having been able to see the things of Shadow for what they really are. Of this number, those with the will and determination to make a difference, to fight back and live despite the encroaching madness, become the champions of the light. They go by many names, but we know them as the Shadow Chasers.

By the start of the new millennium, the name that had started out as a mock title had taken on a deeper, resonating meaning. Of course, the rest of the world considers these champions (when they notice them at all) to be eccentric, weird, or even certifiably insane. Many snicker behind their backs or laugh at them openly. "Stop chasing shadows," they say, "and get a real job." Few believe that the Shadows contain horrors that need to be chased—and staked, and shot, and hacked to pieces so they can't get back up and kill again.

The truth of the matter is, the heroes can't stop chasing the shadows. To do so would be to give up, to let the Things of Darkness go unchecked, and thus damn the world to a hell we can't even begin to imagine.

The World of Shadows

Shadow Chasers is set in a world that looks exactly like the real world we know and love. It consists of simple, everyday things that we tend to take for granted. We've grown up with them and expect them to be there whenever we want them. They make us comfortable and content.

Burgers. Cell phones. DVDs. A noise in the basement.

The world of *Shadow Chasers* mirrors our world. The political climate, the entertainment landscape, and even the physical geography matches almost exactly. The only differences are the ones the Gamemaster (GM) introduces to create a fictional persona of our world, and the eventual changes that occur due to the actions of the heroes.

The Internet. Flat-screen TVs. Pizza. A dark shape, wrong in every way, glimpsed from the corner of your eye.

Other differences begin to creep into the picture as you take a closer look at this fictionalized version of our world. For one thing, even the brightest days seem to have a gloom hanging over them, and the light is dimmer, less vibrant than in the world we know. For another thing, the dark of night is deeper, more isolated than anything experienced in our world. The night as seen in the world of Shadow muffles all sounds, absorbs all light, and reverberates with strange, distant echoes of nightmare sounds that make the hair on your arms stand on end.

Notebook computers. Tacos. CDs. Sharp, rending claws that caress your flesh with ribbons of blood.

Finally, the major differences between the world of *Shadow Chasers* and the real world centers on the denizens of Shadow. In the world of *Shadow Chasers*, monsters lurk in the dark recesses. They prowl the night. They strike, instilling terror and fomenting an unidentifiable fear in everyone, everywhere. Supernatural horrors fill the night. Mythic creatures roam the silent countryside and nest beneath the city streets. Vampires, zombies, and ghosts—among a host of other terrible beings of Shadow—hunt the innocent, the weak, and the scared.

Inline skates. Microwave ovens. Hellhounds tearing chunks of dripping meat from your still-struggling body as you succumb to a slow, painful death ...

The Three Key Conceits

Three conceits form the basis of the *Shadow Chasers* campaign setting:

- Monsters exist in a world that otherwise mirrors our own;
- Shadow obscures and hides the true form of the monsters from the world at large;
- Heroes emerge to protect the world and fight the monsters.

Take the real world, mix in the above twists, and you've got a ready-to-populate campaign setting that's as familiar to Gamemasters and players as our own world, and as fantastic and terrifying as your own imaginations can make it. Here's a brief look at how these conceits work in the campaign.

Monsters Exist

Grab a copy of the DUNGEONS & DRAGONS *Monster Manual*. Any of the creatures detailed in that tome can become a denizen of Shadow in a *Shadow Chasers* campaign. From the more traditional monsters of horror such as the werewolf, vampire, and mummy, to the creatures more common to a D&D game like mind flayers, bugbears, and displacer beasts, the *Monster Manual* contains a multitude of ... *things* ... to fuel the most terrifying nightmares. Imagine any or all of these monsters set loose in a world that looks and feels much like our own. The chaos would be spectacular.

A gang of vile wererats terrorizes a downtown neighborhood. A powerful vampire lord controls a crime syndicate that operates throughout the city. A carrion crawler hunts those who visit an uptown park in the dead of night. These monstrous threats and more slip from Shadow to prey upon people all across the world.

Shadow Obscures

Though the monsters exist, few people can see them as they truly are—at least not until the final moments when the terror reaches a crescendo and the creature reveals itself to bask in its victim's dizzying fear before delivering the killing blow. The properties of Shadow work in conjunction with the natural defenses of the human mind to shield people from the horrible monsters that walk among them.

Three types of people occupy the world. The first type is blissfully ignorant of the nature of the threat that encroaches on us all. They can't see past the shadows.

Their minds can't comprehend that creatures of darkness and evil can actually exist, and so they see what they expect to see: a large dog, a scurrying rat, a somewhat bulky and ugly bruiser in a business suit—never a hellhound or a dire rat or a troll. When they do register that something is unusual and unworldly, these people dismiss it as a costume or a trick of the light or a momentary bout of madness.

The second type can sometimes catch a glimpse of a denizen of Shadow in its true form. These glimpses occur at the corner of their eyes, or in the sweep of a headlight, or in the blink of an eye. They are partially Aware. These individuals sometimes go mad because of the fleeting visions they see. Others maintain a hold on their sanity, but secretly believe that monsters are real. They try to go about their lives as best they can, but they often leave a light burning as they attempt to slip into a peaceful sleep that can never truly be theirs.

The third type has no problem peering past the veil of Shadow. They see the monsters, and more often than not the monsters are also aware of them. Seers, parapsychologists, fortune-tellers, mystics, the insane, and others attuned to Shadow emerge from this group. Finally, many of the heroes that arise to battle against the denizens of Shadow belong to this group of people who are fully Aware.

Heroes Emerge

For whatever reason—fate, divine intervention, genetics, an ancient curse, or even coincidence—some small subset of the human race is genetically predisposed to Awareness. These individuals fall into either of the two latter types of people in the world; they either possess partial or full Awareness. What unites them, what makes them the same regardless of which category they belong to, is their desire to protect the world from the denizens of Shadow. Now, not all of these heroes are altruistic or even good in the traditional sense. They battle against the darkness for self-preservation, profit, or revenge as often as because it's the right thing to do.

Shadow Chasers go through a similar evolution. An event—some chance meeting with the things of Shadow—triggers the Awareness in an individual. That individual is then motivated by hatred, revenge, or a genuine desire to represent the light, and so begins a crusade that lasts until that individual draws his or her last breath, for no one expects to defeat the denizens of Shadow. They can only hope to fight back and preserve the light for another hour, day, or year.

Eventually, the *Shadow Chasers* meet up with others like themselves. There is safety in numbers, as well as strength, and it makes sense to combine efforts in the unending war against the creatures of the night. But make no mistake, the *Shadow Chasers* are the hunted as often as the hunters. They are constantly on the move, seeking monsters to defeat while trying not to become the latest casualties in this unending war. The life of a Shadow Chaser isn't glamorous. Most people who have even the faintest hint of their existence consider them to be charlatans, con artists, or lunatics. They struggle on, however, never ready to go quietly into the night.

The *Shadow Chasers* Campaign

What kind of campaign can you create using *Shadow Chasers*? It's easy to adapt any heroic horror setting using these rules, but here are the basics for the ultimate campaign of Champions of Light versus Creatures of Darkness.

Shadow Chasing

One character in the group is special in some way, chosen by fate or destiny or bloodline or some higher power to battle against the evil denizens of Shadow. The other heroes support this Chosen One out of friendship, need, or because they were also selected by the same agency of fate to rally against the forces of darkness and evil.

The Chosen One must eventually select the Shadow Slayer prestige class. This prestige class represents the character's role and status as the chosen defender of the light.

The Chosen One and his or her group normally work independently of any organized effort to defeat Shadow. While the group sometimes receives tips or assignments from some higher power (usually through dreams or visions), most of the time the group simply seeks out Shadow intrusions and works to defeat

Who are the Shadow Chasers?
The Shadow Chasers are heroes who know and understand that monsters exist. Only they have the skills and abilities necessary to combat these supernatural menaces.

What Do the Shadow Chasers Do?
They help defend the world against the denizens of Shadow, fighting each incursion they come across with whatever weapons and magic they can muster.

Where Do the Shadow Chasers Operate?
Wherever you want them to. The whole world is threatened by the denizens of Shadow. Your Shadow Chasers can operate in a single town or city, or they can roam the world looking for monsters to destroy.

When Does a Shadow Chasers Campaign Take Place?
In the here and now. Shadow Chasers fight monsters in the modern world.

Why Do the Shadow Chasers Fight Monsters?
Because somebody has to, and because they know what's going on (or at least they know more than the average person). And, usually, a Shadow Chaser is called to his or her mission by some higher authority or feeling of destiny.

Rumors and legends say that it can be as bad to get on the good side of the Fellowship as it can be to get on its bad side. Maybe worse.

them while protecting the world at large. For this reason, the Chosen One needs a strong group of heroes for support, including a wide range of skills and classes. A Smart hero and a Dedicated hero are important, as is a Mentor to provide guidance and advice as the battle against Shadow escalates.

Other Shadow Chasers

While it may sometimes feel like your Shadow Chasers are alone against the darkness, there are others around the world who carry on the same fight. Like the members of your team, they have been called to rail against the denizens of Shadow, to defend the light, to protect the night. However, because Shadow is fluid and deceptive, different Shadow Chasing teams find it difficult to trust each other or work together—mostly because nothing is ever exactly the way it appears to be.

Even so, sometimes another Shadow Chaser seeks you out, either looking for information on a specific threat or to provide you with knowledge that might aid you in your struggles. Rarer still, a menace appears out of Shadow that's just too big for a single team to handle. Then some agency or organization intervenes to compel two or more Shadow Chaser teams to work together.

Not everyone who can see the things of Shadow for what they really are can be called Shadow Chasers. There are those who have become aware of the danger but aren't equipped or capable enough to take up arms against the monsters. These individuals, once discovered, can become the best friends a Shadow Chaser team can have. They provide information, whispering the word on the street to the Shadow Chasers, letting them know when something bad has invaded the neighborhood or taken up residence in the abandoned subway station. They see, but they aren't heroes. They're clerks at all-night convenience stores or newspaper stands. They're homeless eccentrics and owners of small shops that sell the strangest items imaginable. Sometimes, they're patients at psychiatric hospitals who can stay lucent enough to answer a question or two or reveal the details of an apocalyptic dream whenever the Shadow Chasers come by to visit.

Once in a while someone of wealth and influence peers through the darkness and becomes a patron for the Shadow Chasers. Of course, these individuals usually want something in return for the help they provide—protection, information, or even every ounce of loyalty that their money can buy. Not all Shadow Chasers can be bought, but even the most noble defenders of the night need to eat and pay the rent. Not to mention, weapons and ammunition don't grow on trees.

Finally, those who first experience the parting of the veil of obscurity are often drawn to the Shadow Chasers for guidance and confirmation that what they've seen is real. Some of these individuals might become Shadow Chasers in their own right, perhaps even joining a Chaser team, if they can accept the truth and find a way to come to grips with the mission that destiny has placed before them.

Resources

Shadow Chasers don't have a lot to rely on. Most of the world thinks they're crazy. Everyone they meet could be an enemy in disguise. And when someone does take them and their mission seriously, there's a good chance it's an ally of Shadow or some private or government institute set on studying the phenomenon or shutting the Shadow Chasers down.

Even so, there are those who provide money and other resources to the Shadow Chasers when the need arises. Patrons who have their own score to settle with the denizens of Shadow, or clients willing to pay for the help the Shadow Chasers provide. Some Shadow Chasers try to live normal lives between encounters with monsters, holding down jobs to pay for food and lodging. Others travel the world, seeking out Shadow intrusions wherever they occur and living hand to mouth as best they can.

Even with a wealthy patron or a steady stream of income, typical Shadow Chaser teams don't have a lot of resources to fall back on. Sure, they've each got a weapon or two, and access to some lab or library or arcane workshop when an adventure takes them in that direction. But often a portion of an adventure revolves around the Shadow Chasers finding or borrowing or buying or making or stealing whatever it is they need to take the monster down.

And, when all else fails, the Shadow Chasers can ask the Fellowship for help, though most pray they never need that much help in the first place.

The Fellowship

The Fellowship. It is a name that even the toughest Shadow Chaser barely whispers, for the rumors and legends say that it can be as bad to get on the good side of the Fellowship as it can be to get on its bad side. Maybe worse.

What is the Fellowship? To many Shadow Chasers, it's nothing more than a story, a tall tale to scare new Chasers over beer and pretzels. A story, that is, until the Fellowship comes calling with a mission or a demand or an offer of help when you need it the most.

What is the Fellowship? It's an ancient, secret organization of Shadow Chasers. Some say the Fellowship was formed shortly

after the dawn of civilization, when the first incursion of Shadow occurred. Others believe that it came into existence during the last major incursion some 125 years ago. And there are those who, no matter how many times they encounter an agent of the Fellowship, believe that the whole organization is nothing more than a myth propagated by the government or perhaps some Shadow agency.

Whatever the truth (and it can be different in every campaign), the Fellowship sometimes gets involved in the lives of the Shadow Chasers. A mysterious contact might show up with pertinent information or a missing tome that contains the answer to the current situation. An unnamed Shadow Chaser might arrive, bearing the sigil of the Fellowship and offering weapons or cash or magic items as needed. All the Fellowship asks for in return is that, when the day comes, the Shadow Chasers take on a mission for the Fellowship. Some Shadow Chasers liken making a deal with the Fellowship to making a deal with the devil, but sometimes you don't have a choice when the monsters are smashing down the door.

Special Units and Private Investigators

Sometimes, heroes belong to a team of specialists gathered specifically to combat the intrusion of Shadow. They might work for a branch of the government, or the military, or a law enforcement agency. They might be associated with a federal, state, or local agency. They might even be tied to a private corporation, a university, or a charitable organization. Regardless, the team consists of a mix of characters and careers needed to best confront the forces of Shadow.

Look to *Special Unit 2, The X-Files, The Invisible Man, Good vs. Evil*, or *Stargate SG1* for examples of the special team. Other inspiration can be drawn from *NYPD Blue*, the various *Law & Order* shows, and *Mission: Impossible*, though you'll need to throw the supernatural element into these models yourself.

The special unit works for a specific agency, department, or branch of whichever level of the public or private sector you determine makes the most sense for your campaign. The unit sometimes receives missions from its superiors; other times it follows up its own leads to investigate possible Shadow incursions. The special unit might have access to resources that wouldn't normally be available, or the team could be working on a tight budget due to a variety of constraints and disbelief at the highest level of the organization. Either way, the special unit applies superior firepower and a formal mindset to the task of locating, investigating, and eradicating those Shadow creatures that prey upon the citizens under the team's jurisdiction.

Another possibility for a group of heroes is to follow the private investigator route. In this campaign, the heroes work for themselves, seeking to meet their expenses or even make a profit in their fight against the denizens of Shadow. They might have a wealthy patron that believes in their quest, or they might be struggling to make their monthly rent payments as they wait for the next case to fall into their collective laps. They could solve crimes when they aren't dealing with monsters, or they might work for a tabloid covering strange news stories. Either way, it's tough making a living when the majority of the world doesn't believe in the threat you claim to be working against.

Ghostbusters, Friday the 13th: The Series, The Chronicle, and *Poltergeist: The Series* are examples of this model. The heroes might have to supplement their income by taking on mundane cases or by serving as consultants to the local law enforcement agencies regarding strange and mysterious cases that may or may not be linked to Shadow. The heroes might never know when a case could slip from the bounds of the mundane and slide deep into the realm of nightmares.

Game Rules

This **d20 System** RPG utilizes the basic mechanics as set forth in the DUNGEONS & DRAGONS game. This article presents a number of alterations to better use the system in a modern setting. With this article and the core D&D books, you can have a *Shadow Chasers* campaign up and running in no time.

New Twists on the d20 System

The D&D rules serve as the basis for playing *Shadow Chasers*. As you read through this minigame, however, you'll notice some new ways to use the **d20 System**. We'll explain those alterations as we go along, but here are the basic changes to be aware of:

- The Hit Points System has been modified to use the Wounds and Vitality System originally described in the *Star Wars Roleplaying Game*.
- Instead of Armor Class, characters have a Defense rating tied to their class that improves as characters gain levels.
- Armor reduces damage instead of adding to Defense.
- Classes available to hero characters are very different from the ones available in D&D. Multiclassing is encouraged and has no restrictions. Prestige classes form an integral part of the advancement and development of hero characters.
- Characters can use Action Points to influence their chances of success when making attacks, skill checks, saving throws, and ability checks.
- The alignment system is optional. Use it if you want, but most beings in the world of *Shadow Chasers* can't be categorized as belonging to a particular alignment. They can have tendencies, of course, but rarely are there any absolutes.

There are other slight differences, but these are the biggest ones. In the end, however, you still roll a D20, add a modifier, and try to get the highest result you can in order to attack an opponent, use a skill, or make a saving throw.

Hero Generation

Generating *Shadow Chasers* heroes is as easy as creating a new character for the DUNGEONS & DRAGONS game. You'll need a copy of the *Player's Handbook* to help guide you through the process.

Abilities

Use the rules presented in Chapter 1 of the *Player's Handbook* to generate ability scores for your character.

Races

All characters in a *Shadow Chasers* campaign are human. They can be of any ethnic persuasion, either male or female. There are no favored classes in *Shadow Chasers*. If your Gamemaster allows it, you might want to consider adding a Shadow Blood template to your character. See Chapter 4: Advanced Characters for more details.

Characters and Language

Characters begin play speaking the primary language used in the area of the world in which you have set your campaign. Typically, this means English. All other world languages are available for characters to learn. In addition, Shadow has a language all its own that is often seen in ancient ruins and within arcane tomes.

The 1st-Level Character

The 1st-level hero comes together as you combine ability scores with a class. Here's a summary of how to generate some of the new details.

Vitality Points: For the 1st-level hero, Vitality Points equal the maximum for the Vitality Die the class receives, plus any modifier for Constitution. Therefore, a Fast Hero (1d4 Vitality Die) with a Con score of 12 (+1 bonus) starts play with 5 Vitality Points.

Wound Points: Wound Points are equal to the character's Constitution score. The Fast Hero described above has 12 Wound Points.

Defense: A 1st-level hero determines his or her Defense score by adding the following elements—10 + class bonus + Dexterity modifier + size modifier (0 in the case of most humans) + any miscellaneous modifier that may apply.

Action Points: A character begins play with 1d4+1 Action Points.

Multiclass Characters

Each time your character earns a new level, you can choose to take another level in your previous class or choose a new class. Adding a new class broadens your repertoire of abilities, but at the expense of focused expertise in a single class.

Level Dependent Benefits

Beyond the skills, attack bonuses, saving throw bonuses, and other class features outlined for each class, characters gain other benefits from advancing in levels. The table on the following page identifies how many experience points (XP) are required to attain each level and what benefits characters get at each level, regardless of their character class.

Multiclass characters use their total character level on this table. In other words, a 3rd-level

Smart hero/5th-level Dedicated hero is an 8th-level character.

XP: The number of experience points required to attain this level.

Class skill max ranks: The maximum possible number of ranks in each skill for a character of this level. A skill counts as a class skill if it's on the class list of any of the character's classes.

Cross-class skill max ranks: As above, but the maximum for skills that don't appear on the character's class list.

Feats: The level at which characters can choose another feat.

Ability Increases: The level at which characters can improve the ability score of their choice by 1 point.

Classes

Classes have a slightly different structure in *Shadow Chasers* to better represent the wide range of skills and knowledge to which modern people have access. Each class level, therefore, represents an area of expertise in which that character trains, and multiclassing can be done freely and without restriction.

There are five classes available, presented in the following order:

The Charismatic Hero: Levels in this class demonstrate an ability to win friends and influence people with charm, confidence, and natural charisma.

The Dedicated Hero: A level or two in this class shows that the hero is devoted to a cause, an ideal, or a purpose, and is often wise beyond her years.

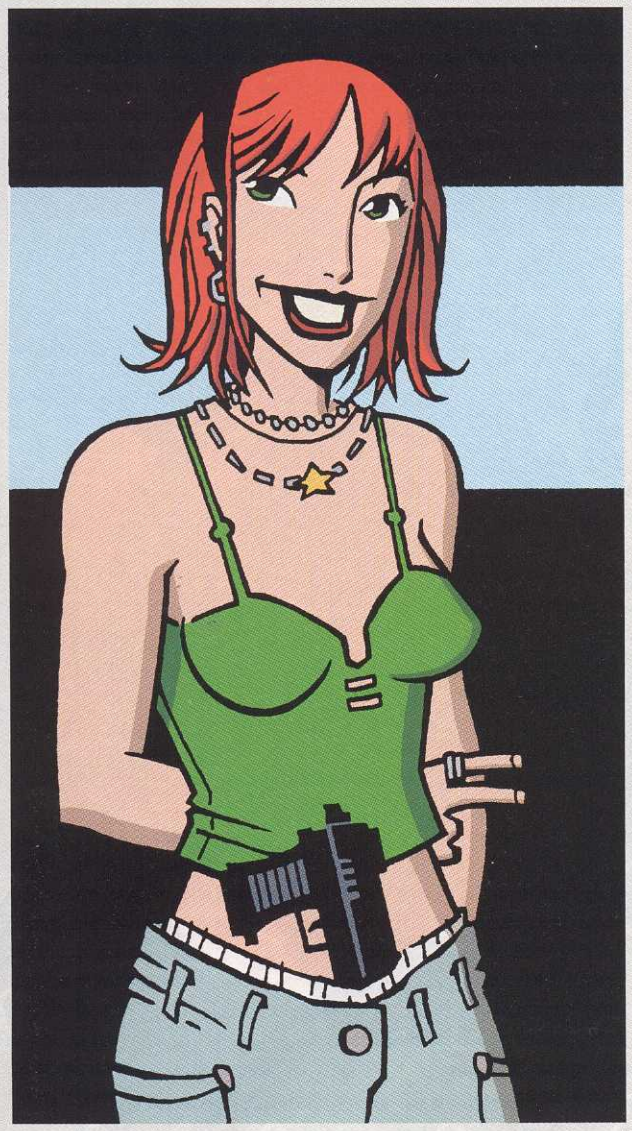
The Fast Hero: Levels in this class show a mastery and reliance on agility and dexterity, as well as stealth, quick reflexes, and martial arts that stress self-defense instead of combat.

The Smart Hero: A level or two in this class demonstrates education and reasoning skills, as well as formal training in specific intellectual pursuits.

The Strong Hero: Levels in this class show a mastery and reliance on physical strength, including physical training, self-defense, and martial arts that stress brute force.

Table 1-1: Experience and Level-Dependent Benefits

Character Level	XP Total	Class Skill Max Ranks	Cross-class Skill Max Ranks	Feats	Ability Increase
1st	0	4	2	1st	—
2nd	1,000	5	2.5	—	—
3rd	3,000	6	3	2nd	—
4th	6,000	7	3.5	—	1st
5th	10,000	8	4	—	—
6th	15,000	9	4.5	3rd	—
7th	21,000	10	5	—	—
8th	28,000	11	5.5	—	2nd
9th	36,000	12	6	4th	—
10th	45,000	13	6.5	—	—
11th	55,000	14	7	—	—
12th	66,000	15	7.5	5th	3rd
13th	78,000	16	8	—	—
14th	91,000	17	8.5	—	—
15th	105,000	18	9	6th	—
16th	120,000	19	9.5	—	4th
17th	136,000	20	10	—	—
18th	153,000	21	10.5	7th	—
19th	171,000	22	11	—	—
20th	190,000	23	11.5	—	5th



The Charismatic Hero

A character takes levels in this class if he wants to take advantage of a high Charisma score or wants to spend some time concentrating on Charisma-based skills. This class instinctively knows how to connect with others, influence their actions, and win their support through debate, compromise, or seduction. Personal magnetism, interaction techniques, and a touch of charm combine in the Charismatic hero.

Class Skills

Animal Empathy (Cha), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Drive (Dex), Gather Information (Cha), Handle Animal (Cha), Intimidation (Cha), Knowledge (Int), Perform (Cha), Profession (Wis), Read/Write Language, Speak Language, Spot (Wis).

Skill Points at 1st Level: (4 + Int modifier) x 4.
Skill Points at each additional level: 4 + Int modifier.

Vitality

1d4 plus Constitution modifier per level.

Starting Feats

A Charismatic hero begins play with the Simple Weapon Proficiency.

Favors

The Charismatic hero has the ability to call in favors from those she knows. By making a favor check, the Charismatic hero can call upon contacts to gain important information without going through the time and trouble of doing a lot of research. Favors also can be used to acquire the loan of equipment or documents from influential acquaintances.

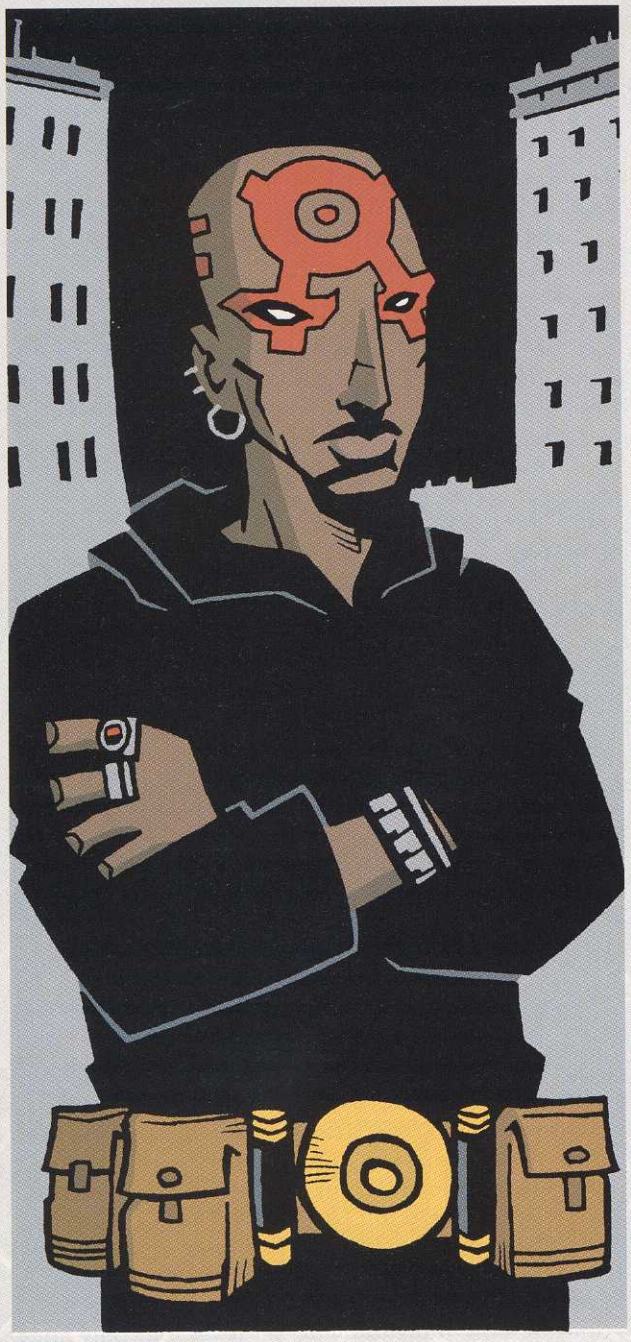
To call in a favor, the Charismatic hero makes a favor check. Roll a d20 plus your favor bonus (+1 at 1st level, +2 at 3rd level, etc.). The GM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 25 for highly dangerous, expensive, or illegal favors. The Charismatic hero can't take 10 or take 20 on this check, nor can she retry the check for the same (or virtually the same) favor. Note that favors should help advance the plot of an adventure. A favor that would circumvent an adventure should always be unavailable to a character, regardless of the results of a favor check.

A Charismatic hero can try to call in a favor a number of times in a week of game time that's equal to half her Charismatic hero levels, rounded up. So, as a 1st-level Charismatic hero, she can attempt to call in a single favor, while as a 7th-level Charismatic hero she can attempt to call in favors as many as four times from different contacts.

The GM should carefully monitor the Charismatic hero's use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and calling in favors shouldn't replace good roleplaying or the use of other

Table 1-2: The Charismatic Hero

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense
1	0	1	0	1	Favor +1	2
2	1	1	0	1	Coordinate +1	3
3	2	1	0	2	Favor +2	3
4	3	2	1	2	Bonus Feat	3
5	3	2	1	2	—	4
6	4	2	1	3	Favor +3	4
7	5	3	2	3	Coordinate +2	4
8	6/1	3	2	3	Bonus Feat	5
9	6/1	3	2	4	Favor +4	5
10	7/2	4	3	4	Bonus class skill	5
11	8/3	4	3	4	—	6
12	9/4	4	3	5	Bonus Feat	6
13	9/4	5	4	5	Coordinate +3	6
14	10/5	5	4	5	Favor +5	7
15	11/6/1	5	4	6	—	7
16	12/7/2	6	5	6	Bonus Feat	7
17	12/7/2	6	5	6	Coordinate +4	8
18	13/8/3	6	5	7	Favor +6	8
19	14/9/4	7	6	7	—	8
20	15/10/5	7	6	7	Favor +7	9



skills. The GM may disallow any favor deemed to be disruptive to the game.

Coordinate
A Charismatic hero has a knack for getting people to work together. When the Charismatic hero can aid others and give directions, she provides a bonus to the task at hand by making an aid another check. This bonus is in addition to the normal aid another bonus (+2), and it increases as the noble gains levels. So, the noble provides a total +3 bonus at 4th level (+2 aid another bonus, +1 cooperation bonus), a +4 bonus at 8th level, etc.

Coordinate can't be used to assist in combat.

Table 1-3: The Dedicated Hero

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense
1	0	1	0	2	Skill Focus	2
2	1	1	0	3	Heart +1	2
3	2	1	1	3	Inspire Confidence	3
4	3	2	1	4	Bonus Feat	3
5	3	2	1	4	Skill Focus	3
6	4	2	2	5	—	4
7	5	3	2	5	Heart +2	4
8	6/1	3	2	6	Bonus Feat	4
9	6/1	3	3	6	Inspire Greatness	5
10	7/2	4	3	7	Slippery Mind	5
11	8/3	4	3	7	—	5
12	9/4	4	4	8	Bonus Feat	6
13	9/4	5	4	8	Skill Focus	6
14	10/5	5	4	9	Heart +3	6
15	11/6/1	5	5	9	—	7
16	12/7/2	6	5	10	Bonus Feat	7
17	12/7/2	6	5	10	Skill Focus	7
18	13/8/3	6	6	11	Heart +4	8
19	14/9/4	7	6	11	—	8
20	15/10/5	7	6	12	Immune to charm and compulsion	8

Bonus Feats
The Charismatic hero gains bonus feats at 4th, 8th, 12th, and 16th level. These bonus feats must be selected from the following list: Fame, Frightful Presence, Infamy, Influence, Mimic, Persuasive, Sharp-Eyed, Trustworthy.

The Dedicated Hero

A character takes levels in this class if he wants to focus on a specific field of expertise for a time, and get the best all-around saving throws. A level in this class represents a focus on Wisdom-based benefits and skills, as well as keen senses and an awareness of the world around you.

Class Skills
Computer Use (Int), Craft (Int), Decipher Script (Int), Drive (Dex), Knowledge (Int), Listen (Wis), Perform (Cha), Profession (Wis), Read/Write Language, Sense Motive (Wis), Speak Language, Spot (Wis), Survival (Wis), Treat Injury (Wis).

Skill Points at 1st Level: (4 + Int modifier) x 4.
Skill Points at each additional level: 4 + Int modifier.

Vitality
1d4 plus Constitution modifier per level.

Starting Feats
A Dedicated hero begins play with Simple Weapon Proficiency.

Skill Focus
The Dedicated hero gains Skill Focus bonus feats as she advances in level.

With Skill Focus, choose a skill you possess. You get a +2 bonus on all skill checks with that skill. The

effects of Skill Focus do not stack. Each time you receive this feat, it applies to a new skill.

Heart
The Dedicated hero possesses a great deal of self-confidence and courage. Because of this, once per game session the Dedicated hero can focus his will and gain a circumstance bonus based on his innate belief in himself and his abilities. The bonus ranges from +1 at 2nd level to +4 at 18th level. The bonus can be applied to any skill check, ability check, or attack roll.

Inspire Confidence
Beginning at 3rd level, a Dedicated hero can use oratory to inspire confidence in allies. This bolsters the allies and improves their chances of success. An ally must listen to and observe the Dedicated hero for a full round for the inspiration to take hold. The effect lasts for 5 rounds. The Dedicated hero can inspire a number of allies equal to half his Dedicated hero levels, rounded up. He can inspire confidence once per day for every 4 levels of Dedicated hero he possesses (once per day from 1st to 4th level, twice per day from 5th to 8th level, and so on).

An ally inspired with confidence gains a +2 morale bonus to saving throws and a +1 morale bonus to attack and weapon damage rolls.

The Dedicated hero can't inspire confidence in himself. The ability only aids his allies.

Bonus Feats
The Dedicated hero gains bonus feats at 4th, 8th, 12th, and 16th level. These bonus feats must be selected from the following list: Alertness, Animal Affinity, Awareness, Blind-Fight, Iron Will, Sharp-Eyed, Weapon Focus.

Inspire Greatness
Beginning at 9th level, a Dedicated hero can inspire greatness in an ally, granting extra fighting capability. This works similar to inspire confidence, except it affects but a single ally. An ally inspired with greatness gains +2d6 temporary vitality points, a +2 competence bonus on attacks, and a +2 morale bonus to saving throws. The effect lasts for 5 rounds. The Dedicated hero can inspire greatness once per day. For every three Dedicated hero levels attained beyond 9th level, the Dedicated hero can inspire greatness in one additional ally.

The Dedicated hero can't inspire greatness in himself. The ability only aids his allies.

Slippery Mind
As per the rogue special ability described in the *Player's Handbook*.

Immune to Charm and Compulsion
At 20th level, because his will is his own, the Dedicated hero gains immunity to all charm and compulsion effects.

The Fast Hero

A character takes levels in this class if she wants to make the most of a high Dexterity score. Training to take advantage of natural agility and to hone quick reflexes means better stealth and defenses, as well as a concentration in athletics that require speed, grace, and hand-eye coordination.

Class Skills
Balance (Dex), Craft (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (Int), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Pilot (Dex), Profession (Wis), Read/Write Language, Ride (Dex), Speak Language, Spot (Wis), Tumble (Dex).

Skill Points at 1st Level: (2 + Int modifier) x 4.
Skill Points at each additional level: 2 + Int modifier.

Vitality
1d4 plus Constitution modifier per level.

Starting Feats
A Fast hero begins play with Simple Weapon Proficiency.

Lucky
The Fast hero is often as lucky as she is good at something. Therefore, starting at 2nd level, the Fast hero can reroll any failed ability check, skill check, attack roll, or saving throw. (In other words, any task resolution die roll, which are die rolls using a d20.) The second result must be used, regardless of whether it is better or worse than the first. The Fast hero can use this ability a number of times per game session, depending on her level, but only once in any given encounter. So, at 2nd level, the Fast hero can use lucky once per game session; at 18th level, she can use it up to four times in a game session (but only once in any encounter).

Evasion and Skill Mastery
See the definitions for these special abilities in the *Player's Handbook*.

While selecting your hero's class take a moment to consider the prerequisites for the prestige classes offered in Chapter 4.

Table 1-4: The Fast Hero

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense
1	0	0	2	0	Lucky (1 per)	1
2	1	0	3	0	Uncanny Dodge	2
3	2	1	3	1	—	2
4	3	1	4	1	Bonus Feat	2
5	3	1	4	1	Evasion	3
6	4	2	5	2	Lucky (2 per)	3
7	5	2	5	2	—	3
8	6/1	2	6	2	Bonus Feat	4
9	6/1	3	6	3	Uncanny Dodge	4
10	7/2	3	7	3	Special Ability	4
11	8/3	3	7	3	Lucky (3 per)	5
12	9/4	4	8	4	Bonus Feat	5
13	9/4	4	8	4	—	5
14	10/5	4	9	4	Skill Mastery	6
15	11/6/1	5	9	5	Lucky (4 per)	6
16	12/7/2	5	10	5	Bonus Feat	6
17	12/7/2	5	10	5	—	7
18	13/8/3	6	11	6	Skill Mastery	7
19	14/9/4	6	11	6	—	7
20	15/10/5	6	12	6	Special Ability	8

Special Ability
At 10th and 20th level, the Fast hero selects a special ability from the following list: Defensive Roll, Improved Evasion, Opportunist, or the Fast hero may gain a feat in place of a special ability. (See the *Player's Handbook*, under the rogue class, for definitions of these special abilities.)

The Smart Hero

The Smart hero exercises her mental abilities to become expert at cerebral endeavors, making the most of a high Intelligence score. Professors, scientists, and doctors all fall under this class, using a variety of education, research, and natural intelligence to make their way in the world.

Class Skills
Appraise (Int), Computer Use (Int), Craft (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Forgery (Int), Knowledge (Int), Perform (Cha), Profession (Wis), Read/Write Language, Repair (Int), Search (Int), Speak Language, Spot (Wis), Treat Injury (Wis).

Skill Points at 1st Level: (8 + Int modifier) x 4.
Skill Points at each additional level: 8 + Int modifier.

Vitality
1d4 plus Constitution modifier per level.

Starting Feats
A Smart hero begins play with Simple Weapon Proficiency.

Research
You get to add your Smart level as a circumstance bonus to any Knowledge check whenever you can utilize your ability to search through libraries,

Uncanny Dodge
At 2nd level, the Fast hero retains her Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by an unseen attacker. At 9th level, the Fast hero can no longer be flanked.

Bonus Feats
The Fast hero gains bonus feats at 4th, 8th, 12th, and 16th level. These bonus feats must be selected from the following list: Acrobatic, Ambidexterity, Dodge (Mobility, Spring Attack, Whirlwind Attack), Expertise, Heroic Surge, Improved Initiative, Lightning Reflexes, Nimble, Point-Blank Shot, Run, Stealthy, Weapon Finesse.

Table 1-5: The Smart Hero

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense
1	0	0	1	2	Research	1
2	1	0	1	2	Instant Mastery	1
3	2	1	1	3	Secret	2
4	3	1	2	3	Bonus Feat	2
5	3	1	2	3	Skill Emphasis	2
6	4	2	2	4	—	3
7	5	2	3	4	Bonus Language	3
8	6/1	2	3	4	Bonus Feat	3
9	6/1	3	3	5	Secret	4
10	7/2	3	4	5	Skill Emphasis	4
11	8/3	3	4	5	Bonus Language	4
12	9/4	4	4	6	Bonus Feat	5
13	9/4	4	5	6	—	5
14	10/5	4	5	6	Secret	5
15	11/6/1	5	5	7	Skill Emphasis	6
16	12/7/2	5	6	7	Bonus Feat	6
17	12/7/2	5	6	7	Bonus Language	6
18	13/8/3	6	6	8	—	7
19	14/9/4	6	7	8	—	7
20	15/10/5	6	7	8	Skill Emphasis	7

encyclopedias, databases, or other sources of information.

Bonus Language
Smart heroes, in the course of their studies, learn new languages to access more knowledge. Choose a new language at 7th, 11th, and 17th level. Languages can be modern (French, Spanish, Russian, etc.), ancient (Latin, Babylonian, etc.), or strange (arcane, Shadow tongue, etc.)

Instant Mastery
At 2nd level, the Smart hero gains 4 ranks in any Intelligence-based skill in which she currently has no ranks.

Secret
Through research and study, the Smart hero stumbles upon all sorts of applicable knowledge. At 3rd, 9th, and 14th level, the Smart hero chooses one secret from the following list: Secret of survival (+3 Vitality Points), secret of health (+1 Wound Point), secret of inner strength (+1 bonus to Will saves), secret of stamina (+1 bonus to Fortitude saves), secret of danger avoidance (+1 bonus to Reflex save), secret of combat (+1 bonus to attack rolls), secret of speed (+1 dodge bonus to Defense).

Note that the hero must choose a different secret each time.

Bonus Feats
The Smart hero gains bonus feats at 4th, 8th, 12th, and 16th level. These bonus feats must be selected from the following list: Awareness, Cautious, Expertise, Gearhead, Sharp-Eyed, Track, Weapon Focus.

Skill Emphasis
The Dedicated hero gains Skill Emphasis bonus feats as she advances in level.

With Skill Emphasis, choose a skill you possess. You get a +3 bonus on all skill checks with that skill. The effects of Skill Emphasis do not stack. Each time you receive this feat, it applies to a new skill.

The Strong Hero

Strong heroes learn to rely on their physical attributes, especially a high Strength score, developing their bodies into powerful, healthy vessels ready to handle any situation that comes their way. Strong heroes excel at hand-to-hand and melee combat, and other activities that best utilize physical power.

Class Skills
Climb (Str), Craft (Int), Drive (Dex), Jump (Str), Knowledge (Int), Perform (Cha), Profession (Wis),

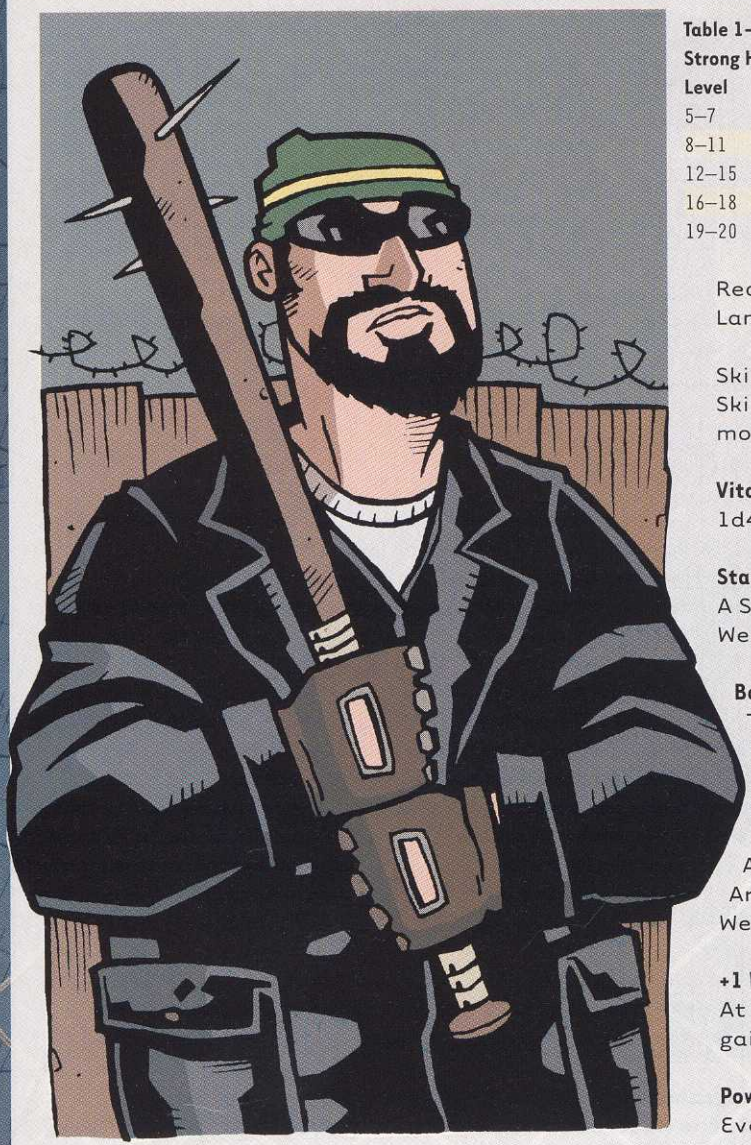


Table 1-6: The Strong Hero

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense
1	0	2	1	0	Bonus feat	3
2	1	3	1	0	+1 Wound	3
3	2	3	1	1	Power strike +1	3
4	3	4	2	1	Bonus feat	4
5	3	4	2	1	—	4
6	4	5	2	2	Extreme effort 1	4
7	5	5	3	2	Bonus feat	5
8	6/1	6	3	2	+1 Wound	5
9	6/1	6	3	3	Power strike +2	5
10	7/2	7	4	3	Extreme effort 2	6
11	8/3	7	4	3	—	6
12	9/4	8	4	4	Bonus feat	6
13	9/4	8	5	4	+1 Wound	7
14	10/5	9	5	4	Power strike +3	7
15	11/6/1	9	5	5	Bonus feat	7
16	12/7/2	10	6	5	—	8
17	12/7/2	10	6	5	+1 Wound	8
18	13/8/3	11	6	6	Extreme effort 3	8
19	14/9/4	11	7	6	—	9
20	15/10/5	12	7	6	Bonus feat	9

Table 1-7: Extreme Effort

Strong Hero Level	Bonus	Penalty to Defense	Uses
5–7	+3	–2	1/session
8–11	+4	–3	2/session
12–15	+5	–4	3/session
16–18	+6	–5	4/session
19–20	+7	–6	5/session

Read/Write Language, Ride (Dex), Speak Language, Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at 1st Level: (2 + Int modifier) x 4.
Skill Points at each additional level: 2 + Int modifier.

Vitality
1d4 plus Constitution modifier per level.

Starting Feats
A Strong hero begins play with the Simple Weapon Proficiency.

Bonus Feats
The Strong hero gains bonus feats at 1st, 4th, 7th, 12th, 15th, and 20th level. These bonus feats must be selected from the following list: Acrobatic, Archaic Weapon Proficiency, Armor Proficiency (light), Athletic, Endurance, Heroic Surge, Martial Arts, Power Attack, Two Weapon Fighting, or Weapon Focus.

+1 Wound
At 2nd, 8th, 13th, and 17th level, the Strong hero gains an additional Wound Point.

Power Strike
Every round, for as long as the Strong hero has 1 or more vitality points remaining, the Strong hero can add this circumstance bonus either to one attack roll or one damage roll with a melee weapon, but not both. You must declare where the bonus applies, either to attack or damage, at the start of your action.

Extreme Effort
The Strong hero can push himself to make an extreme effort a number of times per game session based on the character's Strong hero level. The effort must relate to either a Strength check or Strength-based skill check, or a melee attack. The effort provides a circumstance bonus based on the character's Strong hero level. Making an extreme effort also hinders the Strong hero with a penalty to Defense for one round, as determined by the character's Strong hero level.

After making an extreme effort, the Strong hero becomes fatigued until the end of the current encounter.

Skills

Staying alive while battling baack the incursion of Shadow on the modern world requires numerous skills. *Shadow Chasers* uses a variety of skills from the *Player's Handbook* as well as the new skills listed in this chapter. See page 38 for a full listing of skills used in the *Shadow Chasers* game.

Computer Use (Int)

Use this skill to operate computers and write or modify programs.

Check: Most normal computer operations (such as running a program) don't require a skill check. However, conducting a complex search through numerous databases, writing computer programs to make precise calculations or manipulate data in specific ways, altering existing programs so that they perform better or malfunction, and breaking through computer security are all relatively difficult and require skill checks.

Conduct Complex Search: Researching a topic on the Internet with a combination of search engines and a lot of web page hits takes time, skill, and some luck. The GM determines how obscure a particular topic is (the more obscure the higher the DC) and what kind of information might be available. In some cases, the GM might require that the character must break into a secure site before conducting a search to obtain certain kinds of information.

Information ranges from general to protected. For example, locating general information about a movie star is easier than gathering specific information (such as the star's date of birth), which is easier than finding restricted information (such as the star's phone number), which is easier than uncovering protected information (such as the star's credit card number).

Type of Information	DC
General	10
Specific	15
Restricted*	20
Protected*	25

* Usually requires a check to break into (hack) a site before a search can be made.

Write Program: The DC depends on the nature of the program and its purpose, ranging from 15 for simple database programs to 30 for complex analysis or security programs.

Alter Program: It's generally easier to alter an existing program than to create a new one from scratch. The DC depends on what the alteration sets out to accomplish and whether or not the user wants his tampering to be readily obvious, ranging from 10 to 20, with an additional +5 or +10 to hide evidence of the alteration.

Breaking Computer Security: Also called "hacking," this application of Computer Use can't be used untrained and the character can't Take 20 to accomplish this kind of task. Sometimes a hacker has to beat an opposing computer programmer's check result, but in general the DC is determined by the quality of the security defending it.

Level of Security	DC
Minimum	15
Average	25
Exceptional	30
Maximum	35

Computer Use requires a full-round action. The GM may determine that some tasks require several rounds, a few minutes, or even longer to accomplish.

You can take 10 when using the Computer Use skill. In cases where there is no penalty for failure, you can take 20.

Drive (Dex)

Use this skill to operate an automobile.

Check: Typical driving tasks don't require checks. Checks are required during combat or chases, to perform unusual maneuvers, or in extreme circumstances.

Drive is a move action. When chasing another car or attempting to lose a car in traffic, make opposed Drive checks. To perform an unusual maneuver or to avoid an obstacle or hazard, the DC can range from 10 (for an average maneuver or hazard) to 25 or more (for a formidable maneuver or hazard).

Demolitions (Int; Trained Only) Use this skill to create and set explosive devices for maximum impact.

Check: Setting a simple explosive to blow up at a certain spot doesn't require a check, but any attempt to build an explosive device or set an explosive to cause a specific damage effect does.

Set Explosive Device: Placing an explosive in the optimum location for maximum blast efficiency takes skill and patience. The GM makes the check and compares it to the DC below. (The GM makes the check so that you don't know exactly how well you've done.) The DC indicates changes in base damage, as well as sets penalties to those caught in the blast radius. A failed check reduces the explosive power by half, provides a +4 circumstance bonus to Reflex saves to avoid damage, and has a chance of causing the device to explode prematurely (15%). This skill is used to set an explosive device that includes a timer or detonator.

DC	Damage Increase	Penalty to Save
10	None	0
15	x2	–2
20	x3	–4
30	x4	–6

Build Explosive Device from Scratch: Creating a scratch-built explosive device requires the appropriate materials and time. In combat, the best that could be accomplished, regardless of the materials or skill check result, would be an improvised explosive device that's the equivalent of a Molotov cocktail (damage 1d6). In general, building explosive devices happens outside of combat or other dramatic situations.

Table 2-1: Building Explosive Devices From Scratch

Type (and damage) of Scratch-Built Explosive	Blast Radius	DC	Cost
Improvised (1d6)	2 m	5	10
Simple (2d6)	2 m	10	100
Moderate (4d6+1)	4 m	15	175
Complex (5d6+2)	6 m	20	250
Powerful (6d6+4)	6 m	25	500
Devastating (8d6+6)	8 m	30	750
Add trap to disable attempts	+5, +10, or +15 to DC		

Table 2-2: Skills

Shadow Chasers uses a mix of new skills as well as skills familiar to D&D players. Unless noted and described below, you can find descriptions of these skills in the *Player's Handbook*.

Skill	Ability	Untrnd?	Cha	Ded	Fast	Smart	Strong
Animal Empathy	Cha	No	•	X	X	X	X
Appraise	Int	Yes	X	X	X	•	X
Balance	Dex	Yes	X	X	•	X	X
Bluff	Cha	Yes	•	X	X	X	X
Climb	Str	Yes	X	X	X	X	•
Computer Use	Int	Yes	X	•	X	•	X
Craft	Int	Yes	•	•	•	•	•
Decipher Script	Int	No	X	•	X	•	X
Demolitions	Int	No	X	X	X	•	X
Diplomacy	Cha	Yes	•	X	X	X	X
Disable Device	Int	No	X	X	X	•	X
Disguise	Cha	Yes	•	X	X	X	X
Drive	Dex	Yes	•	•	•	•	•
Escape Artist	Dex	Yes	X	X	•	X	X
Forgery	Int	Yes	X	X	X	•	X
Gather Information	Cha	Yes	•	X	X	X	X
Handle Animal	Cha	No	•	X	X	X	X
Hide	Dex	Yes	X	X	•	X	X
Intimidate	Cha	Yes	•	X	X	X	X
Jump	Str	Yes	X	X	•	X	•
Knowledge	Int	No	•	•	•	•	•
Listen	Wis	Yes	X	•	X	X	X
Move Silently	Dex	Yes	X	X	•	X	X
Open Lock	Dex	No	X	X	•	X	X
Perform	Cha	Yes	•	•	•	•	•
Pick Pocket	Dex	No	X	X	•	X	X
Pilot	Dex	No	X	X	•	X	X
Profession	Wis	No	•	•	•	•	•
Read/Write Language	None	No	•	•	•	•	•
Repair	Int	No	X	X	X	•	X
Ride	Dex	Yes	X	X	•	X	X
Search	Int	Yes	X	X	X	•	X
Sense Motive	Wis	Yes	X	•	X	X	X
Speak Language	None	No	•	•	•	•	•
Spot	Wis	Yes	•	•	•	•	•
Survival	Wis	Yes	X	•	X	X	•
Swim	Str	Yes	X	X	X	X	•
Treat Injury	Wis	No	X	•	X	•	X
Tumble	Dex	No	X	X	•	X	X
Use Magic Device	Cha	No	X	X	X	X	X

• Class Skill X Cross-Class Skill

When building explosive devices, the character decides what kind of result he or she is after and tries to achieve the required DC. Adding a trap increases the complexity but doesn't affect the cost.

If the check fails, the device is ruined and the materials are wasted. There is a 25% chance that the explosive detonates during construction, dealing one-half of its intended damage.

A character uses the Disable Device skill to attempt to disarm a set explosive. The DC is 10 for a simple explosive device, 15 for a moderate explosive device, 20 for a complex explosive device, and so on. If the builder was successful in adding a trap, increase the DC by +10, +15, or +20.

Special: You can take 10 when using the Demolitions skill, but you can't take 20.

Setting an explosive device for maximum blast efficiency takes one minute or more, depending on the scope of the job. You can set a simple explosive device as a full-round action.

Building an explosive from scratch, which includes fashioning the raw materials and combining chemicals and combustibles inside a housing of some kind, requires a check that takes the following amount of time: improvised, full-round action; simple, one hour; moderate, 12 hours; complex, one day; powerful, three days; devastating, one week.

Knowledge (Int, Trained Only)

This skill encompasses a number of unrelated skills. Knowledge

Table 2-3: Repair

Task	DC	Cost
Simple (tools, simple weapon)	10	1/5th price
Moderate (high-tech weapon, mechanical or electronic component)	15	1/5th price
Complex (vehicle component, computer)	20	1/5th price
Very complex (airplane component)	25	1/10th price

represents a study of a body of academic or scientific discipline.

- Arcana (ancient mysteries, magic traditions, arcane symbols)
- Archeology
- Architecture
- Astrology
- Astronomy
- Biology
- Bureaucracy
- Business
- Chemistry
- Engineering
- Forensics
- Genetics
- Geography
- History
- Medicine
- Physics
- Politics
- Religion
- Shadow lore
- Streetwise
- Tactics
- Wilderness lore

Pilot (Dex, Trained Only)

Use this skill to operate an airplane.

Check: Typical piloting tasks don't require checks. Checks are required during combat, to perform unusual maneuvers, or in extreme circumstances.

Repair (Int, Trained Only)

You can fix damaged machinery and electronic devices.

Check: Most Repair checks are made to fix complex mechanical, electronic, or computerized devices, such as vehicles, computers, or weapons. The GM sets the DC, using the guidelines suggested below. There is also a monetary cost to making repairs, also shown on the Table 2-3.

Simple repairs require no more than a few minutes. Complex repairs can take multiple hours or more to complete.

Working without the proper tools gives you a –5 penalty to the check.

You can make temporary (jury-rigged) repairs. This reduces the DC by 5 and allows you to make the check as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current encounter and then the item needs to be completely repaired. The jury-rig function of this skill can be used untrained.

Retry: You can try again, but only if you are aware that the repairs didn't work. The GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Treat Injury (Wis, Trained Only)

Use this skill to help characters that have been hurt by damage, poison, or disease.

Check: The DC and effect depend on the task you attempt:

Task	DC
Long-term care	15
Treat disease	See below
Treat poison	See below
Use first aid kit	15

Long-term Care: Some injuries require treatment that stretches over a number of days. The successful application of this skill allows a patient to recover wound points and ability points lost to temporary damage at twice the normal rate (2 wound points or 2 ability points restored per day, instead of the normal 1 per day). A new check is made each day; on a failed check, the recovery rate occurs at the normal rate for that day of rest and care.

You can tend up to as many patients as you have ranks in the skill. You need medical supplies and the patients need to spend all of their time resting. You need to devote at least an hour of the day to each patient you are caring for.

You can't provide long-term care to yourself.

Treat Disease: You can tend to a diseased character. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), you make a Treat Injury check to help the character fend off secondary damage. The diseased character uses your result instead of his own saving throw if your result is higher.

Treat Poison: You can tend to a poisoned character. Every time the poisoned character makes a saving throw against poison effects (after the initial introduction of the poison to his or her system), you make a Treat Injury check to help the character avoid secondary damage. The poisoned character uses your result instead of his own saving throw if your result is higher.

Use First Aid Kit: With a first aid kit and a little skill you can keep a badly wounded character from dying or restore vitality points. This check is an attack action.

If a character has negative wound points and is losing wound points (at 1 per round, 1 per hour, or 1 per day), you can stabilize the character. The character regains no wound points but he or she does stop losing them. A character can be stabilized as often as necessary.

If a character has lost vitality points, you can restore some of them by giving the character's system a boost. A successful check restores a number of vitality points equal to the number of ranks you possess in the skill, plus 1d4. The number restored can never exceed the character's total vitality points. This application can only be used successfully on a character once in a 24-hour period.

"Chasers with mad skills get mad kills."
— Shadow Chaser proverb

Feats

Shadow Chasers uses a mix of new feats as well as feats familiar to D&D players. Unless noted and described below, you can find descriptions of these feats in the *Player's Handbook*. If a feat from the *Player's Handbook* doesn't appear on the list below, it is not recommended for use with *Shadow Chasers*.

Acrobatic

You are agile.

Benefit: You get a +2 synergy bonus on all Jump checks and Tumble checks.

Archaic Weapon Proficiency

Choose a type of archaic weapon, such as a longsword. You understand how to use that type of weapon in combat.

Use this feat to expand the list of weapons you are proficient with beyond the basic lists included with your class description.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a –4 penalty on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon.

Awareness

You have an innate understanding of the true nature of the world.

Benefit: You get a +2 synergy bonus on all Spot checks when trying to notice denizens of Shadow. Also, your memory of Shadow-related events doesn't fade.

Normal: Without this feat, characters have a difficult time seeing the denizens of Shadow for what they really are, and their memory of Shadow-related events doesn't stick. ("That wasn't a werewolf, it was just an unusually large dog.")

Special: You also can gain this feat by succeeding at a number of Shadow checks. See Chapter 5: Weapons and Combat for more details on Shadow Checks.

Cautious

You are especially careful with tasks that may yield catastrophic results.

Benefit: You get a +2 synergy bonus on all Demolitions checks and Disable Device checks.

Extra Action Points

You have a knack for getting out of difficult situations.

Benefit: You get 1d4+1 action points.

Fame

You are particularly well known.

Benefit: You get a +3 circumstance bonus to all Charisma-based skills whenever the GM determines that your celebrity status would be a benefit.

Special: You can't select both Fame and Infamy.

Frightful Presence

Your mere presence can terrify those around you.

Benefit: Once per round you can, as a free action, use your Frightful Presence. All opponents within 30 feet who have fewer levels than you must make a Will saving throw (DC 10 plus your level and Charisma modifier). An opponent who fails the save is shaken, suffering a –2 penalty to attack rolls, saves, and skill checks for a number of rounds equal to 1d6 plus your Charisma modifier rounds.

Gearhead

You have a way with machines.

Benefit: You get a +2 synergy bonus on all Repair checks and Computer Use checks.

Heavy Weapon Proficiency

Choose a type of heavy weapon, such as a bazooka. You understand how to use that type of weapon in combat.

Use this feat to expand the list of weapons you are proficient with beyond the basic lists included with your class description.

Benefit: You make attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient with it suffers a –4 penalty on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon.

Heroic Surge

You can perform additional actions in a round.

Benefit: You may take an extra move or attack action in a round, either before or after your regular actions. You can use Heroic Surge a number of times per day, depending on your level, but never more than once per round. 1st–4th level: 1/day; 5th–8th level: 2/day; 9th–12th level: 3/day; 13th–16th level: 4/day; 17th–20th level: 5/day.

Infamy

You are well known for crimes or evil deeds (regardless of whether you actually committed these crimes or evil deeds).

Benefit: You get a +3 circumstance bonus to Bluff, Diplomacy, Gather Information, and Intimidate whenever the GM determines that your notoriety would be a benefit. However, in other circumstances your infamy gives such checks a –3 penalty.

Special: You can't select both Fame and Infamy.

Martial Arts

You are skilled at unarmed combat, dealing more damage and capable of inflicting critical hits with unarmed attacks.

Benefit: You deal 1d6 damage with an unarmed attack. Also, you threaten on a natural 20 when making an unarmed attack.

Normal: Without this feat, a character deals 1d3 damage and can't inflict a critical hit with an unarmed attack.

Table 3-1: Feats

Feat	Prerequisite
Acrobatic	—
Alertness	—
Ambidexterity	Dex 15+
Archaic Weapon Proficiency*	—
Armor Proficiency (light)	—
Armor (medium)	Armor (light)
Armor (heavy)	Armor (light, medium)
Athletic	—
Awareness	Wis 13+ or special
Blind-Fight	—
Combat Casting	—
Combat Reflexes	—
Cautious	—
Dodge	Dex 13+
Mobility	Dex 13+, Dodge
Spring Attack	Dex 13+, Dodge, Mobility, +4 base attack
Endurance	—
Expertise	Int 13+
Improved Disarm	Int 13+, Expertise
Improved Trip	Int 13+, Expertise
Whirlwind Attack	Int 13+, Expertise, Dex 13+, Dodge, Mobility, Base attack +4 or higher, Spring Attack
Extra Action Points**	Cha 13+
Fame	—
Frightful Presence	Cha 15+, Intimidate 9+ ranks
Gearhead	—
Great Fortitude	—
Heavy Weapon Proficiency*	—
Heroic Surge	—
Improved Critical*	Proficient with weapon, Base attack bonus +4 or higher
Improved Initiative	—
Infamy	—
Iron Will	—
Lightning Reflexes	—
Martial Arts	—
Defensive	Martial Arts
Improved Martial Arts	Martial Arts
Advanced Martial Arts	Martial Arts, Improved Martial Arts
Mimic	—
Nimble	—
Persuasive	—
Pistol Weapon Proficiency*	—
Point Blank Shot	—
Far Shot	Point Blank Shot
Precise Shot	Point Blank Shot
Rapid Shot	Point Blank Shot, Dex 13+
Shot on the Run	Point Blank Shot, Dex 13+ Dodge, Mobility
Power Attack	Str 13+
Cleave	Str 13+, Power Attack
Improved Bull Rush	Str 13+, Power Attack
Sunder	Str 13+, Power Attack
Great Cleave	Str 13+, Power Attack, Cleave, Base attack bonus +4 or higher
Quick Draw	Base attack bonus +1 or higher
Quickness**	—
Rifle Weapon Proficiency*	—
Run	—
Simple Weapon Proficiency	—
Skill Emphasis*	—
Sharp-Eyed	—
Spell Focus*	—
Spell Penetration	—
Stealthy	—
Sub-machinegun Weapon Proficiency*	—
Surgery	4+ ranks in Treat Injury
Toughness**	—
Track	—
Trustworthy	—
Two-Weapon Fighting	—
Improved Two-Weapon	Two-Weapon Fighting, Ambidexterity, Base attack bonus +9 or higher
Weapon Finesse*	Proficient with weapon, Base attack bonus +1 or higher
Weapon Focus*	Proficient with weapon, Base attack bonus +1 or Higher

* You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon, skill, school of magic, or selection of spells.

** You can gain this feat multiple times. Its effects stack.

Martial Arts, Defensive

You are more skilled at avoiding harm due to your martial arts training.

Prerequisite: Martial Arts.

Benefit: You receive a +2 bonus to Defense.

Martial Arts, Improved

You are more skilled at unarmed attacks due to your improved training.

Prerequisites: Martial Arts, base attack +4 or higher.

Benefit: You deal 2d4 damage with an unarmed attack. Also, you threaten on a natural 19 or 20 when making an unarmed attack.

Martial Arts, Advanced

You are a master at unarmed attacks due to your improved training.

Prerequisites: Martial Arts, Improved Martial Arts, base attack +6 or higher.

Benefit: You deal 3d4 damage with an unarmed attack. Also, you threaten on a natural 18, 19, or 20 when making an unarmed attack.

Mimic

You have a gift for impersonation.

Benefit: You get a +2 synergy bonus on all Disguise checks and Perform (acting) checks.

Nimble

You have exceptional flexibility and manual dexterity.

Benefit: You get a +2 synergy bonus on all Escape Artist checks and Pick Pocket checks.

Persuasive

You have a way with words and body language.

Benefit: You get a +2 synergy bonus on all Bluff checks and Intimidate checks.

Pistol Weapon Proficiency

Choose a type of pistol, either a revolver or an automatic, such as a 9mm. You understand how to use that type of weapon in combat.

Use this feat to expand the list of weapons you are proficient with beyond the basic lists included with your class description.

Benefit: You make attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient with it suffers a –4 penalty on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon.

Quickness

You are good at turning attacks that might deal damage into near misses and glancing blows.

Benefit: You get +3 vitality points.

Special: You may take this feat multiple times.

Rifle Weapon Proficiency

Choose a type of rifle, either a bolt action, semi-automatic, or an automatic, such as a 7.62 assault rifle. You understand how to use that type of weapon in combat.

Use this feat to expand the list of weapons you are proficient with beyond the basic lists included with your class description.

Benefit: You make attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient with it suffers a –4 penalty on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon.

Sharp-Eyed

You have an eye for details.

Benefit: You get a +2 synergy bonus on all Search checks and Sense Motive checks.

Skill Emphasis

Choose a skill. You have a special knack with that skill.

Benefit: You get a +3 bonus on all skill checks with that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat it applies to a different skill.

Stealthy

You are particularly good at avoiding notice.

Benefit: You get a +2 synergy bonus on all Hide checks and Move Silently checks.

Sub-machinegun Weapon Proficiency

Choose a type of sub-machinegun, such as an Uzi. You understand how to use that type of weapon in combat.

Use this feat to expand the list of weapons you are proficient with beyond the basic lists included with your class description.

Benefit: You make attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient with it suffers a –4 penalty on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon.

Surgery

You can perform surgical procedures to heal a wounded character.

Prerequisite: 4+ ranks in Treat Injury.

Benefit: When you make a Treat Injury check to heal a wounded character, the result allows you to restore wound points. You can't take 20. You can't perform surgery during a combat situation. You can't restore more wounds than the character's total.

Result	Wounds Restored
5–9	2
10–14	4
15–20	6
20–24	8
25+	10

A character healed by surgery is fatigued for a number of hours equal to the number of wounds restored.

Toughness

You are tougher than normal.

Benefit: You gain +3 wound points.

Special: You may take this feat multiple times.

Trustworthy

You have a friendly demeanor.

Benefit: You get a +2 synergy bonus on all Diplomacy checks and Gather Information checks.

Advanced Characters

Characters who qualify can choose a prestige class as a multiclass as they advance in level. These prestige classes allow characters to develop and give them access to new abilities. The prestige classes available in *Shadow Chasers* include the Mage, the Mentor, the Shadow Slayer, the Soldier, and the Thief.

The Mage

The Mage uncovers the secrets of the arcane arts and learns how to cast spells. A Mage might call herself a witch or a wizard. With a few unintelligible words and a fleeting gesture, the Mage discharges arcane energy to specific effect. The Mage spends a lot of time conducting research, studying ancient tomes, and practicing the fine points of the arcane arts.

Table 4-1: The Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense
1	1	0	0	2	Mage Skill	1
2	2	0	0	3	Bonus Feat	1
3	2	1	1	3	Mage Skill	2
4	3	1	1	4	Bonus Feat	2
5	3	1	1	4	Summon Familiar	2
6	4	2	2	5	Bonus Feat	3
7	4	2	2	5	Mage Skill	3
8	5	2	2	6	Bonus Feat	3
9	5	3	3	6	Mage Skill	4
10	6/1	3	3	7	Bonus Feat	4

Requirements

To qualify to become a Mage, a character must fulfill the following criteria:

Smart Levels: The character must have at least 3 levels of Smart hero.

Knowledge (arcana): The character must have at least 4 ranks in the Knowledge (arcana) skill.

Class Skills

Appraise (Int), Craft (Int), Decipher Script (Int), Knowledge (Int), Perform (Cha), Profession (Wis), Read/Write Language, Speak Language, Treat Injury (Wis).

Skill Points at each level: 4 + Int modifier.

Vitality

1d6 plus Constitution modifier per level.

Mage Skills

At 1st, 3rd, 7th, and 9th level, the Mage selects a skill from the following list. Once selected, the skill becomes a class skill. Descriptions of these skills can be found in the *Player's Handbook*.

Concentration (Con), Scry (Int), Spellcraft (Int), Use Magic Device (Cha).

Bonus Feats
The Mage gains bonus feats at 2nd, 4th, 6th, 8th, and 10th level. This feat must be a metamagic feat, an item creation feat, or Spell Mastery, as described in the *Player's Handbook*.

Summon Familiar
At 5th level, a Mage can obtain a familiar. See the *Player's Handbook* for details.

Mage Spells Per Day

Level	0	1	2	3	4	5
1	3	1	—	—	—	—
2	4	2	—	—	—	—
3	4	2	1	—	—	—
4	4	3	2	—	—	—
5	4	3	2	1	—	—
6	4	3	3	2	—	—
7	4	4	3	2	1	—
8	4	4	3	3	2	—
9	4	4	4	3	2	1
10	4	4	4	3	3	2

Spells
A Mage cast arcane spells. See the rules for wizards in the *Player's Handbook* for details on preparing spells and using spellbooks.

The Mentor

The Mentor uses her knowledge to watch over and train another character (often the Shadow Slayer, but any character will do). It is the Mentor's destiny to discover the Champion who will battle against the creatures of Shadow and guide him in his efforts. This student, once selected, remains connected to the Mentor until either the Mentor or the student dies.

Requirements
To qualify to become a Mentor, a character must fulfill the following criteria:

Smart Levels: The character must have at least 1 level of Smart hero.

Dedicated Levels: The character must have at least 2 levels of Dedicated hero.

Knowledge (arcana): The character must have at least 4 ranks in the Knowledge (arcana) skill.

Knowledge (Shadow lore): The character must have at least 4 ranks in the Knowledge (Shadow lore) skill.

Table 4-2: The Mentor

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense
1	1	2	0	2	Secret	2
2	2	3	0	3	Train	2
3	3	3	1	3	Bonus Feat	2
4	3	4	1	4	Secret	3
5	4	4	1	4	Train	3
6	5	5	2	5	Bonus Feat	3
7	6/1	5	2	5	Secret	4
8	7/2	6	2	6	Train	4
9	8/3	6	3	6	Bonus Feat	4
10	9/4	7	3	7	Secret	5

Table 4-3: Mentor Secrets

Level + Int Mod	Secret	Effect
1	Secret of speed	+3 vitality
2	Secret of inner strength	+1 Will save
3	Secret of true stamina	+1 Fort save
4	Secret of avoidance	+1 Reflex save
5	Secret of combat	+1 to attacks with a specific weapon
6	Secret of melee defense against melee attacks	+1 dodge bonus to Defense
7	Secret of ranged defense against ranged attacks	+1 dodge bonus to Defense
8	Secret knowledge	Any one feat
9	Secret of life	+1 wound
10	Secret of damage	+1 damage with a specific weapon

Class Skills
Appraise (Int), Computer Use (Int), Craft (Int), Diplomacy (Cha), Drive (Dex), Gather Information (Cha), Knowledge (Int), Perform (Cha), Profession (Wis), Read/Write Language, Search (Int), Sense Motive (Wis), Speak Language, Spellcraft (Int), Spot (Wis), Treat Injury (Wis), Use Magic Device (Cha).

Skill Points at each level: 6 + Int modifier.

Vitality
1d6 plus Constitution modifier per level.

Secret/Train
The Mentor stumbles upon applicable knowledge during her studies. Choose a secret at 1st, 4th, 7th, and 10th level and use it yourself. At 2nd, 5th, and 8th level select a secret and pass it on to your student as part of his training. No secret can be selected twice for the same character, though the Mentor can give the same secret to both herself and her student. The Mentor can select a secret that is equal to or less than her level plus her Intelligence modifier on Table 4-3. For example, a character with 2 levels of Mentor and an Intelligence modifier of +3 can choose a secret from 1 to 5.

Bonus Feats
The Mentor gains bonus feats at 3rd, 6th, and 9th level. This feat must be a selected from the following list: Alertness, Archaic Weapon Proficiency, Awareness, Expertise, Heroic Surge, Improved Critical, Improved Initiative, Iron Will, Martial Arts (Defensive, Improved), Persuasive, Pistol Weapon Proficiency, Skill Emphasis, Trustworthy, Weapon Finesse, Weapon Focus.

The Shadow Slayer

Every generation, a champion arises to combat the forces of darkness and defeat the denizens of Shadow. The Shadow Slayer has a destiny he cannot deny, an ability and knack that lead him deeper into the lair of the Shadows while also attracting the attention of evil creatures everywhere. The Shadow Slayer doesn't immediately recognize his destiny. It comes upon him after a few encounters with the denizens of Shadow. There should not be more than one Shadow Slayer in a group of Shadow Chasers, and perhaps not more than one in any region of the country.

Requirements
To qualify to become a Shadow Slayer, a character must fulfill the following criteria:

Strong Levels: The character must have at least 1 level of Strong hero.

Fast Levels: The character must have at least 1 level of Fast hero.

Awareness: The character must have the Awareness feat.

Base Attack Bonus: The character must have a base attack bonus of +2 or better.

Class Skills
Balance (Dex), Climb (Str), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language, Speak Language, Spot (Wis), Tumble (Dex).

Skill Points at each level: 4 + Int modifier.

Vitality
1d8 plus Constitution modifier per level.

Detect Shadow
At 1st level, the Shadow Slayer can sense the presence of the denizens of Shadow. This works like the *detect evil* spell, except that it is a natural ability of the Shadow Slayer, it can only be used a number of times per day equal to the character's Slayer level, and instead of evil it detects a relationship to Shadow. In this case, any creature described in the *Monster Manual* is considered to be a denizen of Shadow.

Bonus Feats
The Shadow Slayer gains bonus feats at 2nd, 4th, 6th, and 8th level. These bonus feats must be selected from the following list: Acrobatics, Alertness, Archaic Weapon Proficiency, Athletic, Combat Reflexes, Dodge (Mobility, Spring Attack), Endurance, Extra Action Points, Heroic Surge, Improved Critical, Power Attack (Cleave, Great Cleave), Weapon Focus.

Favored Enemy
At 3rd, 7th, and 9th level, the Shadow Slayer selects a type of Shadow creature as a favored enemy. Types include aberrations, beasts, constructs, dragons, elementals, fey, giants, magical beasts, shapechangers, undead, and vermin. The benefits are described under the ranger class in the *Player's Handbook*.

Special Ability
At 5th and 10th level, the Shadow Slayer selects a special ability from the following list: *Fast Healing*, *Regeneration*, *Damage Reduction*, or *+2 Wound Points*.

Fast Healing allows the Shadow Slayer to regain a number of vitality points equal to his Slayer level every round.

Table 4-4: The Shadow Slayer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense
1	1	2	0	0	Detect Shadow	1
2	2	3	0	0	Bonus Feat	2
3	3	3	1	1	Favored Enemy	2
4	4	4	1	1	Bonus Feat	3
5	5	4	1	1	Special Ability	3
6	6/1	5	2	2	Bonus Feat	4
7	7/2	5	2	2	Favored Enemy	4
8	8/3	6	2	2	Bonus Feat	5
9	9/4	6	3	3	Favored Enemy	5
10	10/5	7	3	3	Special Ability	6

Regeneration allows the Shadow Slayer to regain a number of wound points equal to his Slayer level every day.

Damage Reduction reduces the amount of wound damage the Shadow Slayer suffers when fighting against the natural weapons of the denizens of Shadow. It does not reduce damage dealt by pistols, rifles, or non-Shadow weapons. The DR equals one-half the character's Slayer level, rounded up.

+2 Wounds indicates that the Shadow Slayer is tougher than normal. Increase his wound point total by 2.

The Soldier

The Soldier combines discipline with martial skills to become a trained warrior. A Soldier might be a trained military professional, a private guard, a law enforcer, or other specific warrior with some amount of training and experience. Some Soldiers are masters of weapons, others of martial arts. Some concentrate on tactics and strategy, others on defense instead of offense. Either way, you want the Soldier around when a fight breaks out. A Soldier might be attached to a special unit, a police force, a private security firm, or might be in business for himself as a mercenary or bounty hunter. Taking a level in Soldier indicates a concentration on combat training above and beyond what most people experience in day-to-day life.

Requirements

To qualify to become a Soldier, a character must fulfill the following criteria:

Strong Levels: The character must have at least 3 levels of Strong hero.

Feat: The character must have the Point Blank Shot feat.

Class Skills

Climb (Str), Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (Int), Pilot (Dex), Profession (Wis), Read/Write Language, Ride (Dex), Search (Int), Speak Language,

Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).

Skill Points at each level: 4 + Int modifier.

Vitality
1d10 plus Constitution modifier per level.

Bonus Feats
The Soldier gains bonus feats at 1st, 3rd, 5th, 7th, and 9th level. These bonus feats must be selected from the following list: Ambidexterity, Archaic Weapon Proficiency, Armor Proficiency (light, medium, heavy), Athletic, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Endurance, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Heavy Weapon Proficiency, Heroic Surge, Improved Critical, Improved Initiative, Improved Unarmed Strike, Martial Arts (Defensive, Improved, Advanced), Pistol Weapon Proficiency, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Quickness, Rifle Weapon Proficiency, Submachinegun Weapon Proficiency, Toughness, Two Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse, Weapon Focus.

Table 4-4: The Soldier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense
1	4	4	1	1	Bonus Feat	1
2	5	4	1	1	+1 Wound	2
3	6/1	5	2	2	Bonus Feat	3
4	7/2	5	2	2	Weapon Special.	3
5	8/3	6	2	2	Bonus Feat	4
6	9/4	6	3	3	+1 Wound	5
7	10/5	7	3	3	Bonus Feat	5
8	11/6/1	7	3	3	Weapon Special.	6
9	12/7/2	8	4	4	Bonus Feat	7
10	13/8/3	8	4	4	+1 Wound	7

+1 Wound
At 2nd, 6th, and 10th level, the Soldier gains an additional wound point.

Weapon Specialization
At 4th and 8th level, the Soldier gains Weapon Specialization, adding a +2 damage bonus with a chosen weapon. The Soldier must have Weapon Focus with that weapon. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet.

The Thief

The Thief might be a stealthy rogue or a silver-tongued trickster. He might be a scout, an infiltrator, a spy, or a diplomat. Whatever role the Thief decides to fill, he is versatile, adaptable, and resourceful.

Requirements
To qualify to become a Thief, a character must fulfill the following criteria:

Fast Levels: The character must have at least 3 levels of Fast hero.

Hide: The character must at least 4 ranks in the Hide skill.

Move Silently: The character must have at least 4 ranks in the Move Silently skill.

Class Skills

Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Demolitions (Int), Disable Device (Int), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Forgery (Int), Hide (Dex), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Read/Write Language, Search (Int), Speak Language, Spot (Wis), Tumble (Dex).

Skill Points at each level: 4 + Int modifier.

Vitality

1d6 plus Constitution modifier per level.

Bonus Feats

The Thief gains bonus feats at 1st, 3rd, 7th, and 9th level. These bonus feats must be selected from the following list: Acrobatics, Alertness, Cautious, Dodge (Mobility, Spring Attack), Expertise (Improved Disarm, Improved Trip), Martial Arts (Defensive), Mimic, Nimble, Pistol Weapon Proficiency, Quickness, Run, Stealthy, Weapon Finesse.

Evasion

See the definition for this special ability in the *Player's Handbook*.

Uncanny Dodge

At 4th level, the Thief can no longer be flanked. At 6th level, the Thief gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to Defense against attacks by traps. At 8th level, these bonuses increase to +2.

Special Ability

At 5th and 10th level, the Thief selects a special ability from the following list: *Defensive Roll*, *Improved Evasion*, *Opportunist*, or the Thief may gain a feat in place of a special ability. (See the *Player's Handbook*, under the

Table 4-5: The Thief

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense
1	1	0	2	0	Bonus Feat	1
2	2	0	3	0	Evasion	1
3	3	1	3	1	Bonus Feat	2
4	3	1	4	1	Uncanny Dodge	2
5	4	1	4	1	Special Ability	3
6	5	2	5	2	Uncanny Dodge	3
7	6/1	2	5	2	Bonus Feat	4
8	6/1	2	6	2	Uncanny Dodge	4
9	7/2	3	6	3	Bonus Feat	5
10	8/3	3	7	3	Special Ability	5

rogue class, for definitions of these special abilities.)

Shadow Blood Templates

While all characters are human, the Gamemaster can allow some characters to have the blood of Shadow in their veins. This means that if you shake that character's family tree, a vampire or demon or other creature of Shadow will fall out of it from somewhere in the distant past. The more Shadow blood that runs through a character's veins, the less human that character is. There are both benefits and drawbacks to possessing Shadow blood. The GM should consider carefully before allowing too many members of the party to create characters with blood ties to Shadow.

The Blood of Shadow

A human with the blood of Shadow running through his veins receives both the blessing and the taint of Shadow. Such a character might look human, but the character's ties to Shadow hint at subtle differences that make others feel the character is spooky. Others feel uneasy in their presence, even if they can't quite put their fingers on the source of their discomfort.

There are three Shadow Blood templates available for characters in *Shadow Chasers*: Fiendish Blood, Lycanthropic Blood, and Vampiric Blood. A character selects one of these templates during character creation, with the GM's permission. The templates are presented below.

Fiendish Blood

This character has ties to the fiendish creatures of the infernal planes, the realms of evil from which the most terrible denizens of Shadow emerge. This fiendish blood gives a character an aura of otherworldly wrongness that most humans find disturbing. The character with fiendish blood has a tell-tale trace of this infernal nature—either small, barely visible horns, or eyes with a reptilian look, or an infernal birthmark, or some other fiendish reminder of the blood running through the character's veins.

Special Qualities: A character with fiendish blood gains the following special qualities, in addition to any others provided by race and class:

- Darkvision with a range of 60 feet.
- Cold and fire resistance 5.
- Damage reduction 5 (wound damage only).

Special Penalties: A character with fiendish blood suffers the following penalties:

- Fiendish aura, provides a –6 profane penalty to all Charisma-based skills due to the disturbing nature that others sense in the character.
- No bonus human skill points.
- No bonus human feat at 1st level.

Lycanthropic Blood

One of this character's ancestors was infected with the transforming curse of lycanthrophy. While not affected by the full curse, the blooded character has traits associated with her feral nature. This means that the character doesn't shapeshift into an animal when the full moon rises. It does mean that the character has a variety of abilities associated with the ancient curse that howls in her blood.

Special Qualities: A character with lycanthropic blood gains the following special qualities, in addition to any others provided by race and class:

- Control shape. The character can transform her hands into claws, though this is physically exhausting to maintain (costs 2 vitality points per round). The claws deal 1d8 points of damage, plus the character's Strength bonus. The claws have a threat range of 20. Extending or retracting the claws is a move action.
- Supernatural senses, +2 bonus to Listen and Spot checks.
- Low-light vision with a range of 60 feet.

Special Penalties: A character with lycanthropic blood suffers the following penalties:

- Weakness to silver weapons. A character with lycanthropic blood suffers double damage when struck by a silver weapon.
- Feral rage. Whenever the character suffers damage or otherwise gets extremely angry, make a Will save. The DC is 10, though the GM can modify this based on the situation and circumstances to as low as 5 and as high as 20. In a feral rage, the character attacks the closest target, friend or foe. She uses her claws, no matter what other weapon she may possess or have access to. The rage lasts for 1d4 rounds plus the character's Constitution modifier, or until no visible targets remain within 30 feet of the character. While gripped by the feral rage, the character temporarily gains a +4 circumstance bonus to Strength and a +4 circumstance bonus to Constitution, and suffers a –4 circumstance penalty to Defense.
- No bonus human skill points.

Vampiric Blood

Somehow, one of the character's ancestors survived an encounter with a vampire. The taint of the vampire was passed on through the ancestor's blood, however, giving the character qualities associated with unholy undead creatures of Shadow.

Special Qualities: A character with vampiric blood gains the following special qualities, in addition to any others provided by race and class.

- +2 Strength.
- Fast Healing 3 (vitality points) per round (see the *Monster Manual* introduction for more details on this special quality).
- Damage reduction 2/– (wound damage only).

Special Penalties: A character with vampiric blood suffers the following penalties:

- –2 Constitution.
- Light Sensitivity. The character suffers a –1 circumstance penalty to attack and skill rolls made in sunlight or within the radius of a *daylight* spell.
- No bonus human skill points.

Weapons and Combat

In addition to the archaic and simple weapons listed in the *Player's Handbook* (note that weapons classified as martial become archaic in *Shadow Chasers*), the modern-day weapons on Chart 5-1 are available in the campaign. Note that while automatic weapons don't provide a character with additional attacks in a round, an automatic weapon generally has a capability to deal greater damage than an equivalent single-shot or semi-automatic weapon, and a greater critical threat range.

Combat and Game Play

If you know how to play D&D, you know how to play *Shadow Chasers*. Skill and combat resolution works just like it does in D&D. There are a few differences to account for the contemporary setting. These are detailed below.

Vitality and Wound Points

Instead of hit points, characters and monsters have vitality and wound points. For humans, only heroic characters have vitality points. Commoners only have wound points. Most monsters have both vitality and wound points, though the GM can decide that commoner monsters exist, especially among the creatures that have some semblance of a society, such as orcs and bugbears.

Vitality points represent a character's ability to turn a direct hit into a glancing blow or a near miss. A loss of vitality represents a loss of energy, per se, but not actual, physical damage.

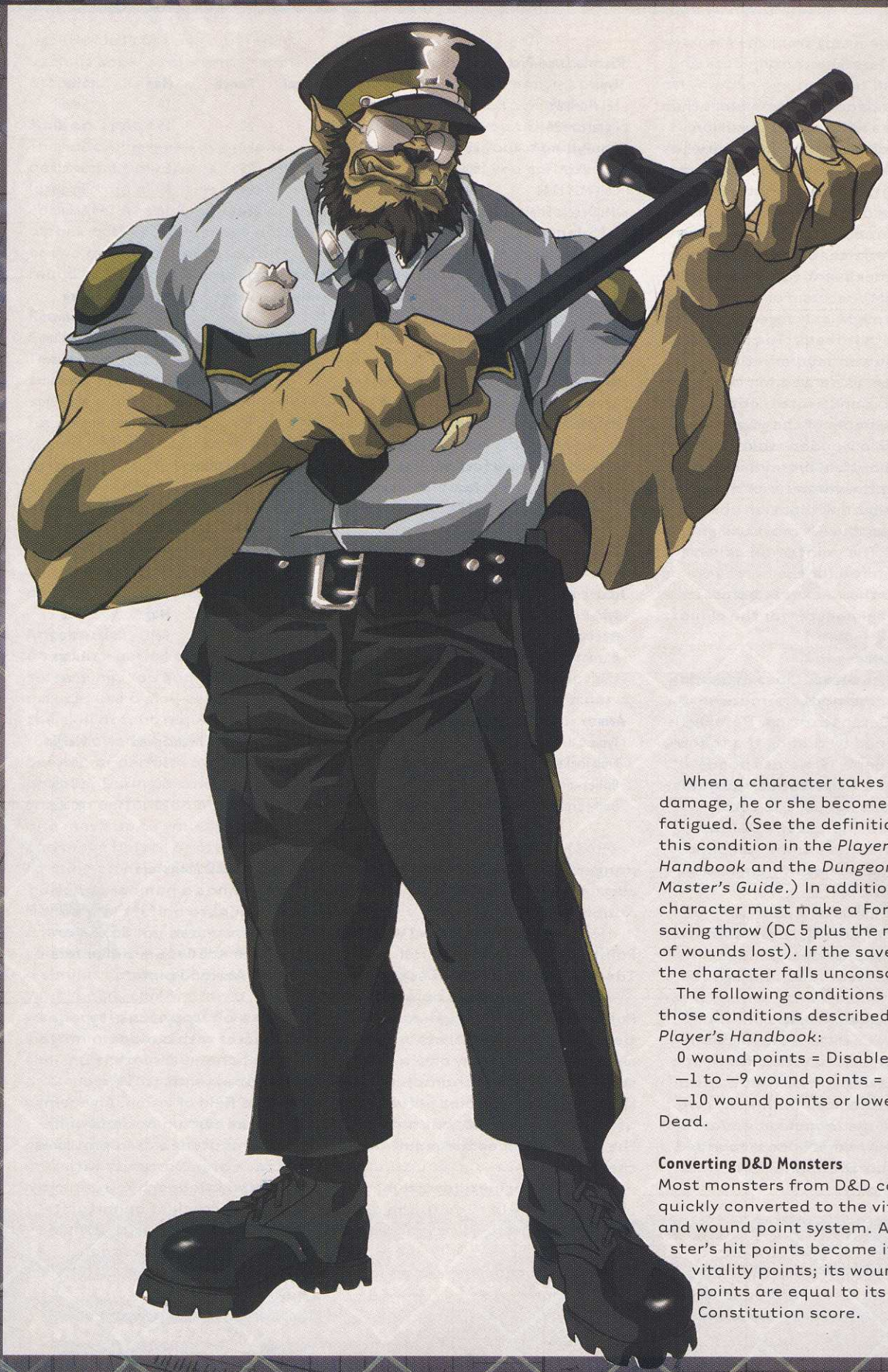
Most damage reduces vitality points. When a character's vitality points are depleted, damage is applied to wounds.

Wound points represent how much physical damage a character can take before dying. Wound points are reduced only after a character has exhausted his or her vitality points, or when the character is struck by a critical hit.

Vitality points are based on a character's level and class. Vitality points increase with each level gained. Wound points are equal to a character's Constitution score. They do not increase with level advancement unless specified by a class ability or a feat.

Damage Effects

When a character is reduced to 0 vitality points, he or she can no longer avoid real damage. Any additional damage dealt to the character is deducted from the character's wound points.



When a character takes wound damage, he or she becomes fatigued. (See the definition of this condition in the *Player's Handbook* and the *Dungeon Master's Guide*.) In addition, the character must make a Fortitude saving throw (DC 5 plus the number of wounds lost). If the save fails, the character falls unconscious.

The following conditions match those conditions described in the *Player's Handbook*:

0 wound points = Disabled

−1 to −9 wound points = Dying

−10 wound points or lower = Dead.

Converting D&D Monsters

Most monsters from D&D can be quickly converted to the vitality and wound point system. A monster's hit points become its vitality points; its wound points are equal to its Constitution score.

So, the harpy from the *Monster Manual* has 31 vitality points and 10 wound points.

For undead monsters and other creatures without Constitution scores, all they have is vitality points. When an undead creature runs out of vitality points, it collapses or dissipates or is otherwise incapacitated. It returns to full power after one day passes or some other event (as determined by the GM) occurs. For example, a vampire might only regain 1 vitality point until it feeds. To completely destroy an undead creature, a hero must use a weapon that can truly kill it and score a critical hit. In the example of the vampire, a hero with a wooden stake who scores a critical hit immediately destroys the vampire. In the case of an undead without an obvious weakness, the GM must assign a weapon. The point of an adventure might be for the heroes to discover the weakness before facing the monster for the climax.

Defense

There is no Armor Class in *Shadow Chasers*. Instead, characters have a Defense rating. Defense is determined by adding the following numbers: 10 + class bonus + Dex bonus + size bonus + any miscellaneous bonus. The total, called the character's Defense, represents the number an opponent must achieve when attacking the character.

If a character wears armor, instead of adding to the Defense, the armor provides damage reduction to wound damage.

Converting D&D Monsters

A monster's Defense is the same as its Armor Class. If a monster wears actual armor (not natural armor), such as chainmail, give it a damage reduction equal to half the armor's bonus, rounded down. This DR applies to wound damage only.

Action Points

Action Points represent a character's innate ability to influence the world around her. When a character faces extreme danger or just has to pull a miracle out of thin air, she spends an Action Point.

Heroes start with 1d4+1 Action Points. Every level, they roll 1d4+1 to replenish their supply.

A character spends an Action Point to influence a task resolution roll (either an attack roll, a skill check, an ability check, or a saving throw). The character can spend the Action Point before or after rolling the d20, but before the GM announces the result of the action.

An Action Point allows the character to add +1d6 to the d20 roll, thus allowing for a greater chance of success. Only one Action Point can be spent on any given action.

Pistols (use Pistol Weapon Proficiency)

Type	Cost	Damage	Critical	Range	Mag	Size
LEI Mark 2*	900	3d4	20	6	10	Small
Beretta 92F	650	3d6	20	20	15	Small
Colt Python**	800	3d8	20	20	6	Small
S&W 29**	500	3d8	20	20	6	Small
Colt M1911A1	500	3d8	20	20	8	Small
IMI Desert Eagle	1000	3d10	20	20	10	Small

*Silenced **Revolver

Rifles and Shotguns (use Rifle Weapon Proficiency)

Type	Cost	Damage	Critical	Range	Mag	Size
AR70	900	3d6	20	150	30	Medium
M16A2	950	3d8	19–20	150	30	Medium
H&K G3A3	1200	3d8	18–20	200	20	Medium
Mossberg ATP8	500	3d8	20	20	8	Medium
Benelli M1	750	3d8	19–20	20	6	Medium
Beretta M3P	700	3d8	19–20	20	5	Medium

Sub-machineguns (use Sub-machinegun Weapon Proficiency)

Type	Cost	Damage	Critical	Range	Mag	Size
Skorpion	1200	3d4	20	30	20	Small
Beretta 93R	1400	3d6	20	30	20	Small
H&K MP53	3000	3d8	20	30	25	Medium

Heavy Weapons (use Heavy Weapon Proficiency)

Type	Cost	Damage	Critical	Range	Mag	Size
Machinegun	5500	3d10	19–20	100	Belt	Large
Bazooka	4000	3d12	18–20	200	1	Large
LAW	3000	3d10	17–20	200	4	Large

Armor

Type	Cost	DR	Max Dex	Armor Check	Speed	Weight
Flak jacket	500	3	+4	–2	30	20 lbs
Bullet-proof vest	1000	4	+5	–1	30	10 lbs
Body armor	4500	10	+2	–4	20	40 lbs

Converting D&D Monsters

A monster has a number of Action Points equal to half its number of Hit Dice, rounded up. So, a gargoyle with 4d10+16 hit dice has 2 (4÷2=2) Action Points.

Attacks of Opportunity

A character with a modern ranged weapon in hand threatens an area that extends to 10 feet within his field of vision. An enemy that takes certain actions while in your threatened area provokes an attack of opportunity with your ranged weapon. You can only make one attack of opportunity in a round, whether with a melee weapon or a ranged weapon.

Touch Attacks

Some attacks disregard a char-

acter's class bonus to Defense, such as some spells and grapple attacks.

Action Types

The following types of actions define the time frame for how long certain activities take to complete. A round consists of an attack action and a move action, or two move actions, or a full-round action, as described below.

Reactions

Some skill checks are instant. They are reactions to an event, such as making a Ride check to stay on a horse when the horse rears unexpectedly. Some are tests of what a character notices or recognizes, such as a Listen check to notice a vampire sneaking up from behind you. You can make as many of these checks in a round as the situation calls for. In game terms, they take no time and are not considered actions.

Attack Action

An attack action allows you to do something. You can make an attack, use a skill or feat (unless the skill or feat requires a full-round action to perform; see below), or perform other similar actions. During a combat round, you can perform an attack action and move up to your speed. You can move before or after performing an attack action.

Move Action

A move action allows you to move your speed in a round or perform a similar action. You can move your speed, climb, draw a weapon, reload a weapon, pick up an item, make a Drive or Pilot skill check to make a maneuver, or move a heavy object as a move action.

In a combat round, you can perform an attack action and move your speed, or you can move first and then perform an attack action. You can also perform two move actions in a round instead, using your second move in place of your attack action.

If the action you take during a round results in your moving no actual distance, you can take a 5-foot step.

Full-Round Action

A full-round action consumes all your effort during a round. The only movement you can take when performing a full-round action is a 5-foot step before, during, or after the action. Attacking more than once (if you are permitted to do so) or using a skill or feat that requires a full round to accomplish, such as using Search to examine a 5-foot-by-5-foot area, requires the use of a full-round action.

Free Action

Free actions consume a very small amount of time and effort, and over the span of a round their impact is so minor that they are considered to be free. You can perform one or more free actions while taking another action normally. However, the GM puts reasonable limits on what you can really do for free in the span of 6 seconds.

Longer Than a Round

Some applications of skills take longer than a round to perform. The GM or the skill description set the time frame for some types of actions.

Shadow Checks

Whenever a character comes in direct contact with a denizen of Shadow, the normal human tendency is to attribute the event to something more mundane and to let the memory of the true facts fade. This is a natural defense mechanism for the human mind and it happens automatically unless one of two conditions exists.

First, a character can attempt to override this natural defense mechanism and try to retain the memory of an encounter with Shadow. This requires a Shadow check. A Shadow check is a Wisdom check made against DC 20. If the check succeeds, the character retains the memory of the event. If the check fails, the memory fades and the character suffers a temporary loss of Wisdom (1 point per hit die of the monster in question, with a minimum of 1 point). Should a character's Wisdom drop to 0, see the *Dungeon Master's Guide* for the effects.

Such a character should keep track of every Shadow check that succeeds. When a character makes a number of successful checks (as shown on the checks below), he or she automatically receives the Awareness feat.

Wisdom Score	Number of Successful Shadow Checks Needed
1—5	12
6—7	11
8—9	10
10—11	9
12—13	8
14—15	7
16—17	6
18+	5

Second, a character with the Awareness feat always retains his memory of encounters with Shadow. Such a character also has a chance to notice denizens of Shadow by making a Spot check with a +2 bonus. The more powerful the Shadow creature is, the higher the DC to notice it. However, a character with Awareness automatically sees through the veil of Shadow when a denizen of Shadow attacks him directly.

Take a moment to page through the *Monster Manual*. Everything there exists in our world. And wants you dead.

Venturing into Shadows

In a *Shadow Chasers* adventure, the monster is key. That's not to say that you, as the Gamemaster, shouldn't develop a clever plot and cool locations in which to set the action, but the monster (or other opponent) is going to make or break your adventure. Pick a monster from the *Monster Manual*. Any monster. Then think about how such a creature might behave if taken out of its ancient fantasy haunts of D&D and dropped into a contemporary haunt in the modern world. That becomes the first twist in developing a *Shadow Chasers* monster. The second twist comes in when you decide what changes to make to its abilities and attitudes. Finally, in the case of undead monsters, you must decide what its ultimate weakness is. Providing hints throughout the adventure to help lead the heroes to the ultimate solution could make for some exciting scenes along the way.

Low-Level Hook

Let's take a band of medium-sized skeletons, for example. They populate the dungeons and abandoned castles that litter the D&D landscape in every direction. In a *Shadow Chasers* campaign, our band of skeletons resides in an old warehouse, serving as guardians for the mysterious crates being stored there. In addition to all of the abilities and immunities listed in the *Monster Manual*, these skeletons shatter into scattered bones when their vitality points drop to 0. 1d4 rounds later, however, those bones slide together to reform a revived and fully healthy skeleton. To destroy them completely, the heroes must discover the secret to dealing them deadly damage. It could be anything, but here's a suggestion: these skeletons can only be destroyed by removing the ancient coins that have been hidden within the hollow sockets where their eyes used to be. The heroes must discover that the coins are hidden in these shadow-filled depressions, and then they must remove them during the brief period when the bones are scattered. Once removed, the enchantment dissipates and the bones no longer animate.

What's in the crates? That's up to you. Whatever it is, it probably belongs to the evil wizard who animated the skeleton guards in the first place. Of course, that villain should probably be saved to cause more trouble for the heroes until they eventually reach a point where they have the skills and power necessary to confront the wizard and deal with his (or her) fiendish plans.

Medium-Level Hook

Another example revolves around gargoyles. A pair (or a wing, if you think your heroes can handle that many) of the flying predators has nested in the spires of an old cathedral in a run-down section of the city. During the day, the creatures perch high above, seeming to be nothing more than stone decorations. At night, however, they swoop down to prey upon anyone unfortunate enough to be walking the streets around the cathedral. The gargoyles work just fine as written in the *Monster Manual*, and since they aren't undead there's no reason for you to develop a special way to kill them. They are tough, however, with damage reduction, multiattack, and a pile of wound points to help them withstand the attacks of even the most persistent group of Shadow Chasers.

At night, this neighborhood turns into a war zone. Rival gangs believe that the other is killing its members. The police believe that some kind of serial killer is on the

loose. The truth is even more terrible, and it might take a good bit of research and investigation before the heroes discover the gargoyle nests and can confront the monsters in their lair.

High-Level Hook

People in the city die in their sleep all the time, but when someone close to the heroes begins to suffer from a debilitating illness and is haunted by disturbing nightmares, it can only be the work of some foul denizen of Shadow. The heroes must investigate the possible causes for the infliction and work to find a cure before the friend succumbs. Each dawn, the night's torments leave the friend with one less point of Constitution. When the friend's Constitution drops to 0, the friend will die, so the heroes have a definite deadline to work against.

The monster in this hook is a night hag, an evil outsider intent on devouring the flesh and souls of any innocents it encounters. This powerful monster carries a heartstone somewhere upon its person. When the heroes discover what they are dealing with and track it to its lair, they must then find and remove the heartstone from the night hag. Only then can they temporarily trap it in the physical world and utterly destroy it. And, hopefully, they can accomplish this before their friend dies.

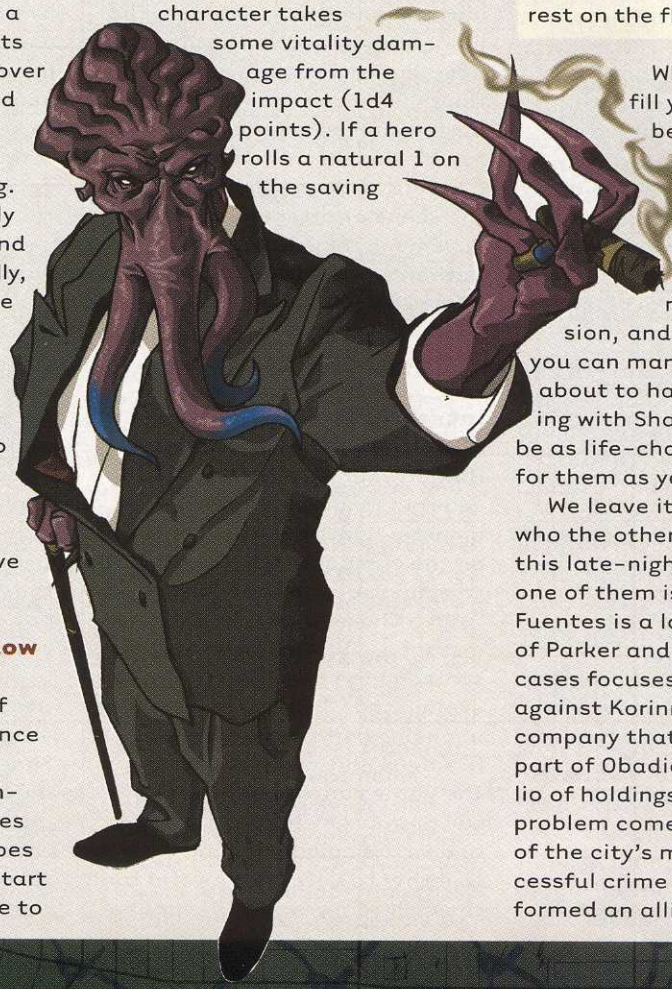
Shadows Revealed

Here's a short introductory adventure that you can use to start your *Shadow Chasers* campaign. Feel free to make whatever adjustments you deem necessary to better serve your ideas and your players.

First Encounter with Shadow

The heroes don't start out as total believers in the Things of Shadow. They need to experience an event that triggers their understanding of the true dangers that lurk in the dark places of the world. Whether the heroes know each other prior to the start of the adventure or you decide to let them meet here, the action begins late at night, on a fairly deserted bus, traveling through a mostly empty part of the city. Other than the heroes, the bus driver, and a couple of other passengers, the vehicle is empty. That strange quiet that settles over things in the hours prior to dawn fills the dimly lit bus, and each passenger is lost in his or her own thoughts. Some might even be sleeping.

Everything is fine until the bus's breaks suddenly squeal and the driver throws the wheel hard to the right. The bus slides at a weird angle, threatening to tip over onto its side. Before that happens, however, the bus slams into a light pole and stops moving with a jarring impact that tosses the passengers around like dice in a jar. Have the heroes make Reflex saves (DC 15) to see if they got hurt in the crash. A successful save indicates that the character wasn't hurt, but he or she was shaken by the collision. A failed save indicates that the character takes some vitality damage from the impact (1d4 points). If a hero rolls a natural 1 on the saving throw, the character suffers 1 point of wound damage.



As the heroes and the other passengers pick themselves up off the floor of the bus, read the following:

> In the quiet following the crash, all you can hear are the sobs and other sounds of surprise and pain that rise from the other passengers like steam on a winter's day. The bus driver, his face covered in blood from a nasty gash on his forehead, stands at the front of the bus and calls, "Is everyone all right? There were some guys just standing in the middle of the road. I didn't see them 'til I was almost on top of them. Sweet Mary, I hope I didn't hit any of—"
>
> Before the driver can finish his sentence, the windshield explodes, spraying slivers of safety glass toward the back of the bus. Something reaches in through the broken windshield and snatches the driver away before the last shards of glass come to rest on the floor of the bus.

What's going on? We'll fill you in, but remember to keep the heroes in the dark for as long as possible. This opening encounter should be filled with as much suspense, tension, and growing terror as you can manage. The heroes are about to have their first meeting with Shadow, and it should be as life-changing an experience for them as you can muster.

We leave it to you to determine who the other passengers riding this late-night bus might be, but one of them is Carlos Fuentes. Fuentes is a lawyer with the firm of Parker and Trask. One of his cases focuses on a lawsuit against Korinna Industries, a company that just happens to be part of Obadiah Falcone's portfolio of holdings. That's where the problem comes in. Falcone, one of the city's most brutal and successful crime lords, has recently formed an alliance with a denizen

The heroes are about to have their first meeting with Shadow, and it should be as life-changing an experience as you can muster.

of Shadow. Using this alliance, Falcone has ordered that some of his key enemies be destroyed—both as a business decision and as a test of the abilities of his new ally.

The ally, a mysterious being with ties to Shadow (we leave it to you to create this unseen background character for continued use in your campaign), has reanimated some of Falcone's thugs and turned them into zombies. As the heroes work through the intricacies of the plot, they can at some point identify the dead men as deceased or reportedly missing members of Falcone's organization. Or, if they come at it from another angle, the heroes can determine that each target of a zombie attack has had negative dealings with Falcone or one of his various companies.

The action for the rest of this encounter revolves around the zombies invading the bus to get at Carlos Fuentes—though they don't care who else they kill along the way. If you have four 1st-level heroes, throw two medium zombies at them (as detailed in the *Monster Manual*). Scale up the number of zombies accordingly, using the guidelines in the *Monster Manual* and the *Dungeon Master's Guide*. The goals of this encounter are for the heroes to survive the battle with the zombies; to have their first collision with the intrusion of Shadow; and to save Fuentes if at all possible.

As the heroes get involved in the ensuing fray, they first see the zombies as hulking, shambling bums of some kind. Lighting on the bus is dim and uneven at best after the crash, and the streetlights outside are few and far between. As the battle unfolds, the heroes begin to catch glimpses of the strange attributes the attackers possess. They briefly see a decaying arm surrounded by dirty, tattered clothing. A foul odor surrounds the attackers, something that smells ripe and rotting. At various moments, they spot a bit of bone peaking through a nasty hole in one of the attacker's bodies. And, every so often, a piece of dusty flesh slides away into one of the hero's hands or drops to the ground with a dry, disturbing plop. If the heroes manage to reduce the zombies to 0 vitality points, the creatures collapse in a dead heap and the encounter seems to come to an end.

Of course, because the heroes haven't destroyed the zombies using the method of their final destruction, the monsters will rise later, return to their master, then once again seek out the objective their master has infused into their undead existence. The heroes might notice that the dead bodies lay sprawled on the floor of the bus one moment and have disappeared the next, or the zombies might rise and wander away after the heroes have left the scene or after the bodies have been removed by the local authorities. In the end, the heroes have survived their first encounter with Shadow, and their world will never be the same.

Interlude: Becoming Shadow Chasers

How do your heroes go from innocent bystanders to concerned monster hunters? That depends on the campaign model you wish to emulate.

In a **Chosen One** campaign, for instance, this is the moment for someone to step forward and explain that Shadow has intruded upon our world and a champion has been chosen to defend us. The heroes have been bound by the horror they have witnessed, and so are called to work together to defend our world from the evil from beyond. The bearer of these tidings might be a seemingly crazed homeless woman, or a mysterious child who appears to fade into and out of existence whenever some Shadow-related news must be conveyed to the heroes. It might be an indistinct stranger who refuses to reveal too much at any given time, or it could be one of the passengers, grievously injured by the zombies, who seems to speak with someone else's voice to pass on the mission before succumbing to the wounds and dying. The heroes might not completely believe what has been placed before them, but at least they have a context to put it in as more strange events occur later in the adventure.

In a **Special Unit** campaign, the heroes might now be approached by whatever authority you plan to use for dealing with Shadow incursions and offered positions in the division. Or you might want to start them out as agents or officers of some kind who then get recruited after dealing with the zombie attack on the bus.

In a **Private Investigators** campaign, one of the heroes (perhaps someone who selected the Awareness feat) has always suspected the existence of Shadow creatures. With this encounter, that belief is solidified. This hero should encourage the others to join up to, at the very least, investigate such situations. There's knowledge and profit to be earned, and it's probably the right thing to do. (With great power comes great responsibility, and all that.)

However you and the players decide to get them to the next stage of belief in the denizens of Shadow and their place in the unfolding battle, there's one final piece to throw into the mix. Now that the heroes have made themselves known (by defeating the zombies), Falcone and his ally will

stop at nothing to destroy them. At the very least, the heroes must be silenced before they spill too many details about what they encountered. At worst, they are now opponents that Falcone must eliminate before they disrupt his activities to a greater extent.

The Second Encounter with Shadow

The heroes might have temporarily stopped the zombies (whether or not they actually managed to keep Carlos Fuentes from getting killed), but the threat hasn't been neutralized. Because the bodies wound up disappearing from the scene (after they were so obviously long dead), or thanks to a call that comes later to say that the bodies have been stolen from the morgue, the heroes eventually determine that the zombies can't just be defeated using conventional violence. Part of this portion of the adventure should be devoted to some amount of research to determine what might stop these undead monsters permanently.

These particular zombies have a fatal weakness. Through research the heroes might learn that some zombies must be consumed by fire to destroy while others must be bathed in holy water. Some require that their head be removed and buried in a separate grave. These zombies, however, must receive a critical attack to the head that disintegrates what's left of their brains. A gun or a club can accomplish this once the heroes are aware that this is the weakness. Then they either have to score a critical hit or reduce a zombie to 0 vitality points and then deliver an extra attack to destroy the monster's brain.

At some point Falcone sends a few of his living thugs to look up the heroes. The thugs might threaten the heroes, but they're really just doing some legwork for their boss. Once the crime lord knows where to find the heroes, he puts in the call to his Shadow ally and the zombies shamble over to pay a visit. If possible, this scene works best if the heroes are all in the same place. If that can't be easily arranged, having each hero face off against a zombie could be a great inducement to get them to join forces. There's strength in numbers, after all.

However it plays out, either one group encounter or a number of individual meetings, the heroes face off against the zombies again. This time, by design or accident, they discover how to take a zombie down and make it stay that way. Falcone, of course, has a habit of keeping his hands clean throughout all of this. The heroes won't be able to go after him directly, not unless they want to deal with the ramifications of taking the law into their own hands (something that doesn't come up that much when dealing just with the denizens of Shadow but gets in the way all the time with human enemies). They can, however, go after the source of the zombies. A little more research on the part of the heroes turns up a chain of funeral homes owned by Falcone. The Strahd Mortuary has a number of locations, including one that's just a block away from where the bus was attacked. Once the heroes work this out (and survive another encounter with the zombies), you can move on to the final encounter.

The Final Encounter with Shadow

The climax of this first adventure takes place at the Strahd Mortuary. A wing of this funeral home is devoted to Falcone's growing army of zombies. Every one of his men that falls in the line of duty or otherwise bites the dust is shipped to this location for "processing." Armand Strahd (male human Expert 3; Profession (mortician) +6; V10, W8) prepares the bodies according to the strict directions provided by Falcone's mysterious Shadow ally. Currently, he has 12 bodies undergoing the process, and there are four zombies active and ready to defend the mortuary. In addition to the four zombies, Strahd has a single living thug (male human Warrior 1; Beretta 92F pistol; V8, W10) to assist him.

The heroes can approach the funeral home when it appears to be quiet and deserted. They might discover the large preparation room where the bodies of Falcone's slain thugs are undergoing the spells and alchemistic treatments that will turn them into zombie soldiers for his criminal cause. Each body, once prepared (and half of them have completed this part of the process), is buried beneath the soil that fills the center of the room in what appears to be an indoor garden of some sort.

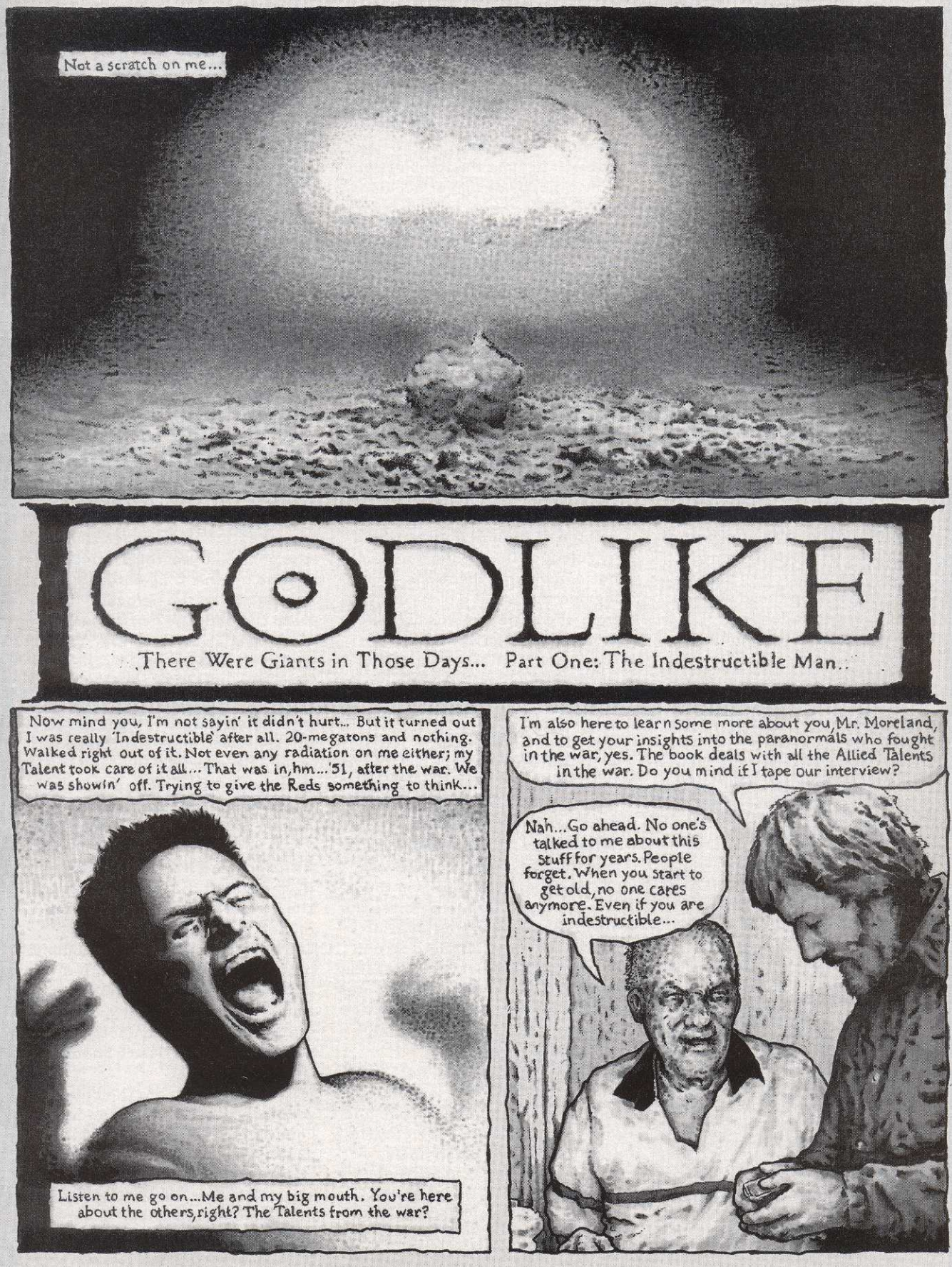
They won't necessarily notice two of the four active zombies that stand or lay motionless around the side of the room until called upon to defend the funeral home. The other two active zombies are buried within the soil, undergoing a period of rejuvenation. Once the heroes announce their presence in some way, the two zombies around the side of the room attack. In the second round, the two buried zombies emerge from their graves to join the battle. In the third round, Strahd and his thug enter to help put an end to the heroes.

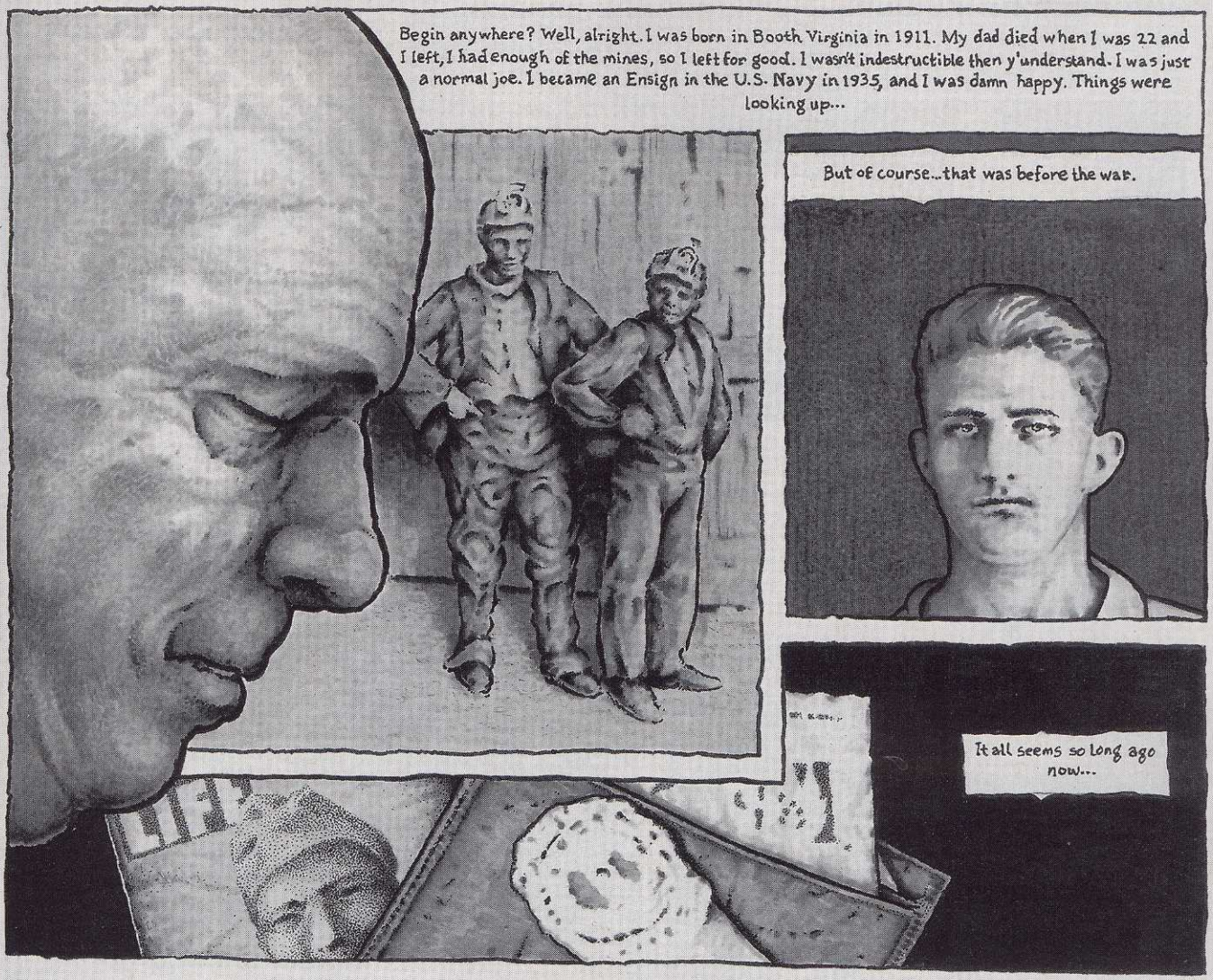
In the end, the heroes need to destroy each zombie (even the still-developing ones) by the prescribed method. The thug may or may not be killed in the fight; he'll surrender if the fight isn't going his way and he suffers any wound damage. Strahd fights to the death, though he could return as some undead creature to plague the heroes at a later date.

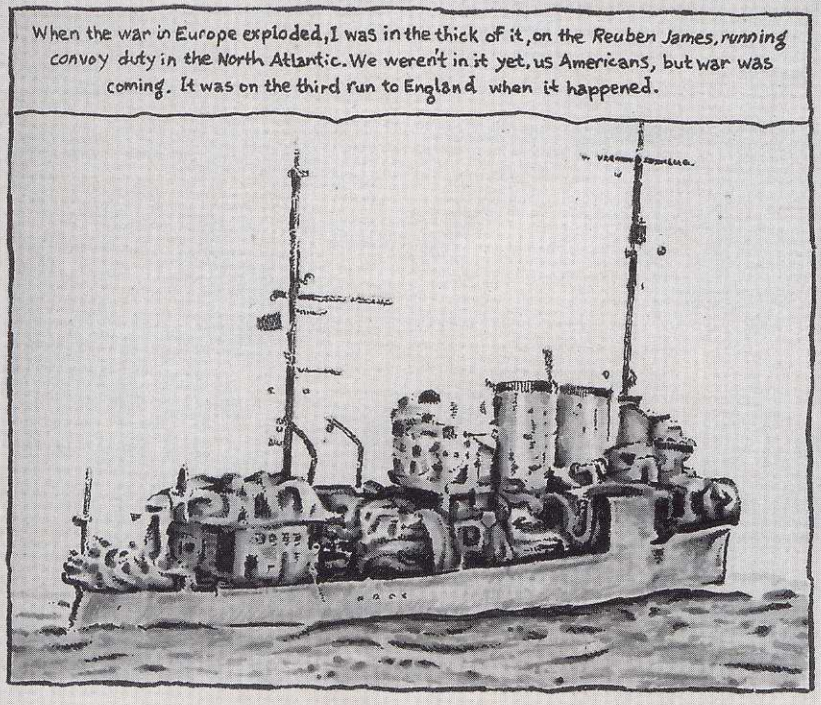
Ending the First Adventure

By the end of the first adventure, the heroes should be firmly committed to their roles as Shadow Chasers. The menace of the zombie hit-men should be neutralized, and the heroes should realize that they have an enemy in Obadiah Falcone—an enemy with some mysterious ties to Shadow.

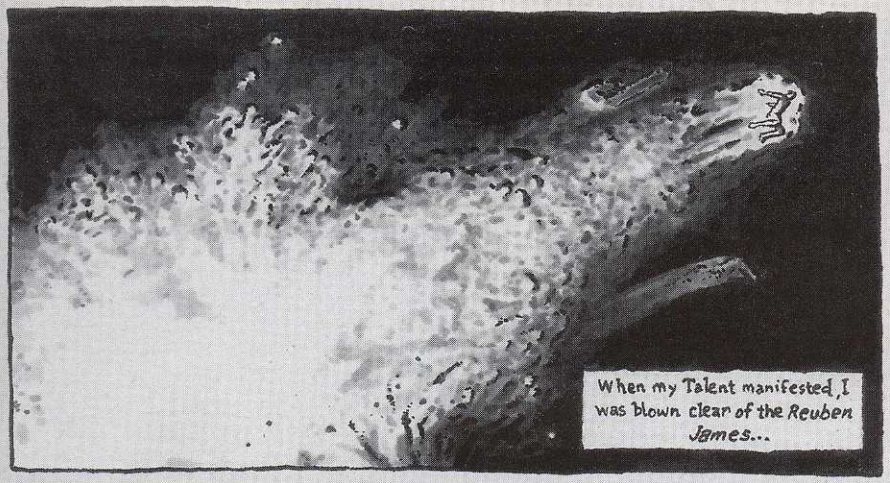
That's it! These are the basics you need to start up a *Shadow Chasers* campaign. Watch for the d20 Modern *Roleplaying Game* later this year. It will provide more complete rules and advice for expanding the scope of your heroic horror campaign. Until then, be wary of the shadows...

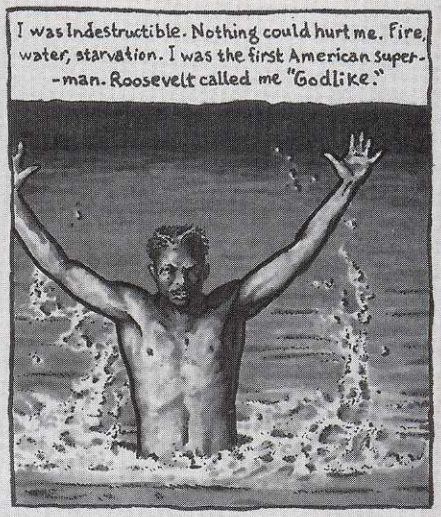

Not a scratch on me...
GODLIKE
There Were Giants in Those Days... Part One: The Indestructible Man
Now mind you, I'm not sayin' it didn't hurt... But it turned out I was really 'Indestructible' after all. 20-megatons and nothing. Walked right out of it. Not even any radiation on me either; my Talent took care of it all... That was in, hm... '51, after the war. We was showin' off. Trying to give the Reds something to think...
Listen to me go on...Me and my big mouth. You're here about the others, right? The Talents from the war?
I'm also here to learn some more about you, Mr. Moreland, and to get your insights into the paranormals who fought in the war, yes. The book deals with all the Allied Talents in the war. Do you mind if I tape our interview?
Nah...Go ahead. No one's talked to me about this stuff for years. People forget. When you start to get old, no one cares anymore. Even if you are indestructible...

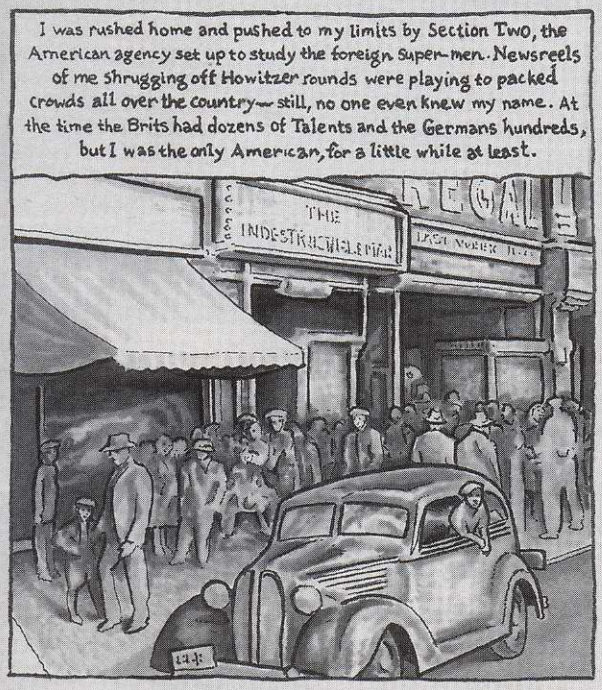

Begin anywhere? Well, alright. I was born in Booth Virginia in 1911. My dad died when I was 22 and I left, I had enough of the mines, so I left for good. I wasn't indestructible then y'understand. I was just a normal joe. I became an Ensign in the U.S. Navy in 1935, and I was damn happy. Things were looking up...
But of course...that was before the war.
It all seems so long ago now...

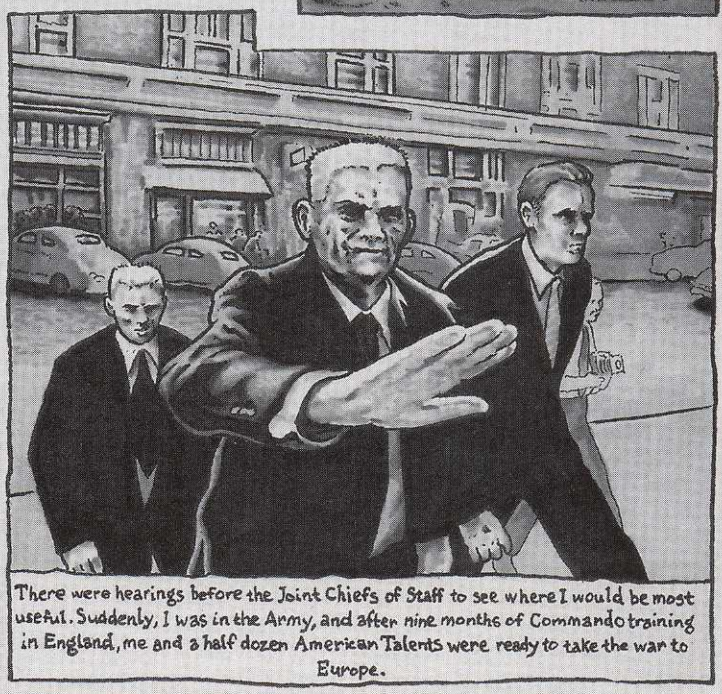

When the war in Europe exploded, I was in the thick of it, on the *Reuben James*, running convoy duty in the North Atlantic. We weren't in it yet, us Americans, but war was coming. It was on the third run to England when it happened.

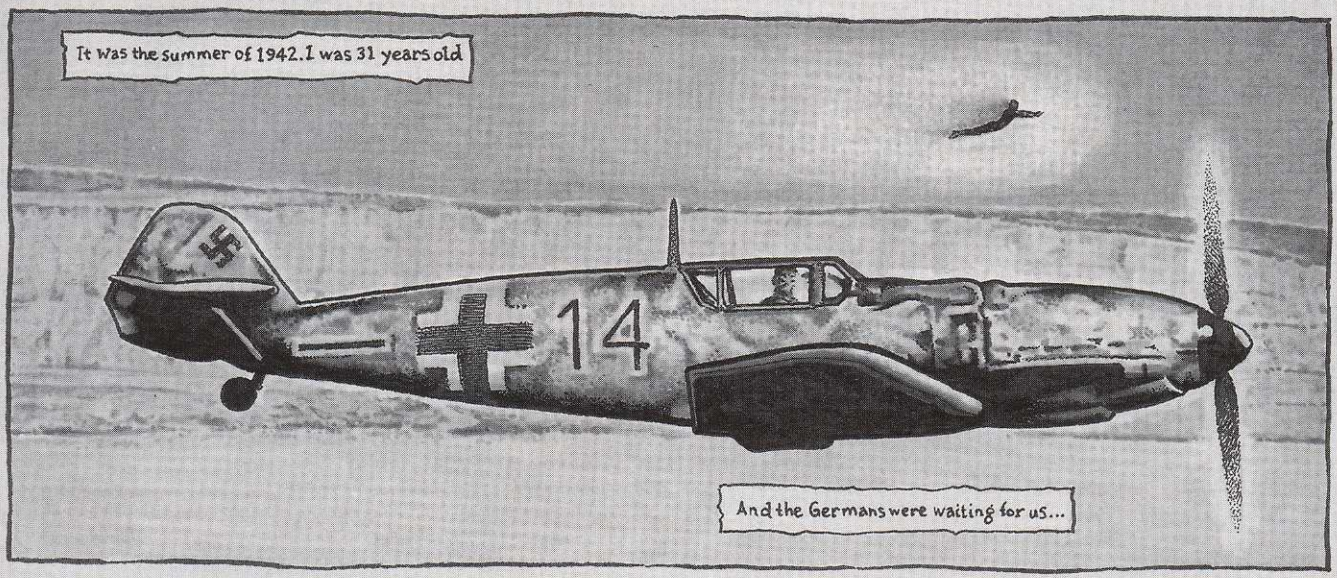
Me and Mike Rutherford was on watch. It was October 31— Halloween 1941...Doesn't that beat all? Anyway, Mike saw the torpedo first. We both knew we was in for it. The Germans were firing on anything heading to England at the time. I thought I was dead.
Mike lit a cigarette and said "See you around, Lloyd. I'll never forget that...

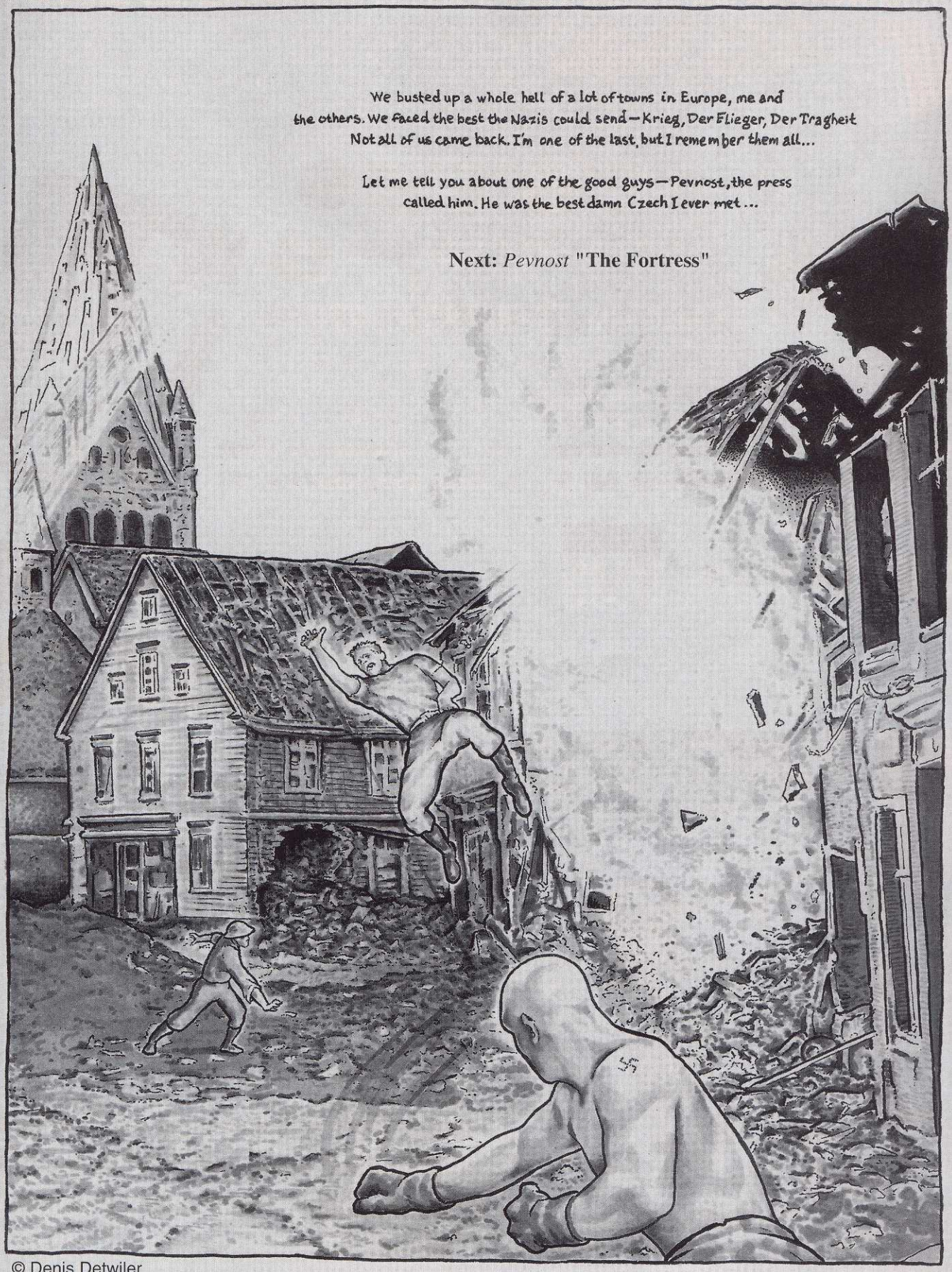

When my Talent manifested, I was blown clear of the Reuben James...


I was Indestructible. Nothing could hurt me. Fire, water, starvation. I was the first American super-man. Roosevelt called me "Godlike."


I was rushed home and pushed to my limits by Section Two, the American agency set up to study the foreign super-men. Newsreels of me shrugging off Howitzer rounds were playing to packed crowds all over the country— still, no one even knew my name. At the time the Brits had dozens of Talents and the Germans hundreds, but I was the only American, for a little while at least.
THE INDESTRUCTIBLE MAN


There were hearings before the Joint Chiefs of Staff to see where I would be most useful. Suddenly, I was in the Army, and after nine months of Commando training in England, me and a half dozen American Talents were ready to take the war to Europe.


It was the summer of 1942. I was 31 years old
14
And the Germans were waiting for us...


We busted up a whole hell of a lot of towns in Europe, me and the others. We faced the best the Nazis could send—Krieg, Der Flieger, Der Tragheit Not all of us came back. I'm one of the last, but I remember them all...
Let me tell you about one of the good guys—Pevnost, the press called him. He was the best damn Czech I ever met...
Next: *Pevnost* "The Fortress"

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